

THE PROSPECTIVE THIRD GAME IN AMERICAN MCGEE'S ALICE SERIES

Alice

ASYLUM



GAME DESIGN BIBLE

COMPLETE NARRATIVE & VISUAL WORKS



MYSTERIOUS STUDIOS



MYSTERIOUS
STUDIOS

• GAME DESIGN, NARRATIVE OVERSIGHT & CREATIVE + ART DIRECTION •



VIRTUOS

ALICE: ASYLUM'S POTENTIAL GAME DEVELOPMENT PARTNER*
AAA INTERNATIONAL GAME DEVELOPMENT STUDIO

***IMPORTANT - PLEASE NOTE:** VIRTUOS HAS EXPRESSED STRONG INTEREST IN ASSISTING THE MYSTERIOUS STUDIOS TEAM WITH THE POTENTIAL GAME DEVELOPMENT OF ALICE: ASYLUM. ALL PROPOSED TERMS OF COLLABORATION BETWEEN "MYSTERIOUS STUDIOS" AND "VIRTUOS" ARE BASED ON EARLY DISCUSSIONS WITH VIRTUOS, AND REMAIN SUBJECT TO CONTRACT.

THE ABOVE INFORMATION IS ACCURATE AS OF THE 21ST FEBRUARY 2023



Legal Notice Electronic Arts require us to display regarding *Alice: Asylum* and our efforts towards this project:

All iterations of The Alice: Asylum Design Bible PDF Document (v1.0 onwards), the Patreon, and the *Alice: Asylum* project are not affiliated with or endorsed by Electronic Arts (EA).

V1.1

VERSION 1.0 - THIS DOCUMENT WAS LAST EDITED ON FEBRUARY 20th 2023



SUBJECT TO CHANGE

This document is an ongoing work in progress and represents an early proof of concept. This sample is not indicative of the final product content and quality, and is completely subject to change.



HEAVY SPOILER WARNING

This document contains ALL current narrative content and a full conceptual gameplay outline for the potential *Alice: Asylum* video game concept.

CONTENT WARNING

This document contains scenes describing themes of child abuse and family deaths. There are distressing scenes focusing on traumatic and repressed memories from the main character's childhood. There are also confronting scenes concerning mental health, violence, horror themes and gore.

If reading content of this nature cause you distress or poses a risk to your own well-being in any way, please make the right choice that best suits you in choosing to read the story contained within this document.

As content creators we want to safely allow you the chance to make your own choices about what is best for your own well-being. Please take care of yourselves and each other out there.

IMPORTANT • PLEASE READ

MAKING ALICE ASYLUM A REALITY.
THE STORY SO FAR.



ALICE 1
(2000)



ALICE 2
(2011)



ALICE 3
(NO RELEASE DATE CONFIRMED)

American McGee's Alice video game series has a legion of dedicated fans worldwide.

American McGee's Alice, (2000) and *Alice Madness Returns*, (2011) were released to international critical and commercial success. Fans of the series have been asking for a new installment of the franchise ever since.

With present video game rights currently caught in a stalemate at EA Games, and with key stakeholders reluctant to help, fund or sanction movement on a new game, American McGee and a small team of artists, designers and writers have put

their time and efforts into creating the potential third game concept, outlined entirely in this document.

This design bible was created in an effort to spur new investment opportunities, help green light the potential development of a new AAA Alice game, and create a new experience for the fans of Alice to enjoy through this document, for free. This potential new game experience is titled *Alice: Asylum*.

This creative journey would not have been possible without the support, help and love shown by Alice's fans.





Alice

ASYLUM

GAME DESIGN BIBLE
COMPLETE NARRATIVE & VISUAL WORKS



MYSTERIOUS
STUDIOS

CREATIVE DIRECTOR,
NARRATIVE & GAME OVERSEER
American McGee

ASSISTANT CREATIVE DIRECTOR, LEAD DESIGNER,
NARRATIVE CO-WRITER, PRODUCER & DESIGN BIBLE CREATOR
ALL GRAPHIC DESIGN, LAYOUT, ICONS, MOTION GRAPHICS + UI/UX DESIGN

Alex Crowley

LEAD ARTIST & CREATIVE TEAM
SUPPORTING ART DIRECTION

Omri Koresh

COMMUNITY MANAGEMENT
& ONLINE SUPPORT

Martin Berridge

CONCEPT ARTISTS & PRE-PRODUCTION ART TEAM MEMBERS

Norman Felchle	Joey Zeng	Adam Narozanski
Gareth Keenan	Dario Marzadori	Jennifer Dawe



[PATREON.COM/AMERICANMCGEE](https://www.patreon.com/AmericanMcGee)

Thank you to all of our Patrons and Insane Children
DARKEST WISHES AND HUMBLE GRATITUDE TO OUR COMMUNITY.
ALICE'S STORY WOULD NOT HAVE CONTINUED WITHOUT YOU.



WHAT YOU CAN DO TO HELP



JOIN THE PATREON

If you want to **learn more** about this project, witness *Alice: Asylum* taking shape, or lend your voice to the project by **being a part of the creative journey with us**, support the pre-production team by joining:

PATREON.COM/AMERICANMCGEE



SHARE & TALK ABOUT THIS DOCUMENT ONLINE

In order to thrive and get the attention this project deserves, we want the fans of Alice to voice their support for the project. **Share this document online. Link to it. Tell your friends. Review the Design Bible on your live streams.**

Please join us in making some positive noise for *Alice: Asylum* where you can in the online space.



FOLLOW AMERICAN MCGEE ONLINE

Besides the Patreon, **American McGee's social media network** is the best place to stay up to date with breaking news, accurate information and all things *Alice: Asylum*. American's social links are below. *Click your social media weapon(s) of choice.*



FAQ ABOUT ALICE: ASYLUM

American has curated in-depth **YouTube response videos** over the course of *Alice: Asylum's* pre-production. These videos may answer some of the more common questions American receives online.



FAQ VIDEOS

DESIGN BIBLE • CONTENTS

• ALL SECRETS ARE WITHIN •

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INTRODUCTION

BY AMERICAN MCGEE



elcome to the introduction page for “Alice: Asylum,” the highly-anticipated third game in the “Alice” series by American McGee.

“Asylum” continues the story of the main character, Alice, as she embarks on a journey towards psychological healing in her twisted and dark version of Wonderland.

As fans of the series are aware, the “Alice” games have always been known for their unique and visually stunning interpretation of Lewis Carroll’s beloved classic, as well as their exploration of mature themes such as mental illness and childhood trauma. “Alice: Asylum” is no exception, delving even deeper into these themes as Alice confronts her own demons and struggles to reintegrate herself with her lost inner child.

However, the journey to bring “Alice: Asylum” to life has been just as challenging as Alice’s journey in the games. Despite a passionate fan base and critical acclaim for the previous games, securing funding and support for the development of “Alice: Asylum” has been a difficult road.

But we are excited to announce that after years of hard work and determination, we are finally making progress on bringing “Alice: Asylum” to fruition. We believe that the game will not only be a thrilling and visually

stunning experience for fans of the series, but also an important and thought-provoking exploration of the human mind and the healing process.

This Design Bible contains all the art, narrative, and design put together by our pre-production team to outline, in full, the vision for “Alice: Asylum.” Their efforts have been made possible by our “Insane Children” (Patreon supporters), without whom we could not have brought any of this to life. Those efforts started in September of 2017 and our team of 6 artists and designers have contributed nearly 20,000 hours of effort towards creating the content contained in this book.

And this book, along with a potential development proposal (schedule, budget, and team) from Shanghai based game development studio, Virtuos Games, will be used to attract and secure the necessary funding and publishing support to make “Asylum” a reality.

We thank our fans for their continued support and patience as we work to bring “Alice: Asylum” to life. Keep an eye out for updates and information on the development of the game, and join us on Alice’s journey towards psychological healing.

AMERICAN MCGEE

CREATIVE DIRECTOR, MYSTERIOUS STUDIOS
SHANGHAI, 31ST JANUARY 2023



MADNESS BEGINS.

◆ PRESS START TO PLAY. ◆





SECTION

I

THE PITCH

QUESTIONS TO ANSWER

FOR FANS, FINANCIERS & POTENTIAL DEVELOPMENT PARTNERS



MYSTERIOUS
STUDIOS

QUESTIONS TO ANSWER

I

WHAT IS THE GAME?



SINGLE PLAYER
EXPERIENCE

Alice Asylum is the third game in the “American McGee’s Alice” series. (*American McGee’s Alice*, 2000 & *Alice: Madness Returns*, 2011).

Developed for PC and consoles using the Unreal 5 Engine. Asylum is, like previous installments, a narrative driven, third-person, action-adventure game featuring heavy doses of puzzle solving, platforming, and psychological horror.

The games retain a cult following among millions of fans worldwide. Previous installments are renowned for their exploration of psychological trauma through action, art, and story.



3D WORLD
EXPLORATION



THIRD PERSON
PERSPECTIVE



LINEAR
PROGRESSION
WITH OPTIONAL
SIDE QUESTS + SECRETS



NARRATIVE
DRIVEN GAME

PROJECTED RELEASE UPON ALL
MAJOR CONSOLES, PC PLATFORMS
& NEXT-GEN CONSOLES

XBOX ONE

PS4



PC
CD-ROM
SOFTWARE

XBOX SERIES X

PS5

II

WHAT IS THE STORY?

INSPIRED BY EXPLORING
THE “STAGES OF GRIEF”

The game’s protagonist is 13-year-old Alice Liddell, sole survivor of a fire which consumed the Liddell family home.

Ward of the state and prisoner within Rutledge Asylum, Alice escapes to the fantasy realm of Wonderland where her psychological trauma is transformed into a life-or-death quest filled with surreal and terrifying twists.

Asylum’s narrative is built around the stages of **Post-Traumatic Stress Disorder** and will find

Alice exploring representations of phases such as Depression, Denial, Anger, Bargaining and Acceptance. Journeying through Twelve distinct realms each ruled by powerful Wonderland characters such as the Queen of Hearts, Alice must confront and defeat what threatens to destroy her.

Her arsenal includes Toys as Weapons, The Vorpall Blade, and a Collection of Magic Dresses. During her adventure she receives strategic advice and sardonic guidance from The Cheshire Cat and is accompanied her mute, stoic White Rabbit Plush Toy.

III

WHAT IS THE GAME LOOP?



DIFFICULTY CURVE



EASY MECHANICS TO PICK UP AND PLAY AND FOR A BEGINNER. CASUAL PLAY ENCOURAGED ON LOWER DIFFICULTY PLAY-THROUGHS.

ADVANCED OPTIONS AND DEEP CUSTOMIZATION IS ENCOURAGED FOR EXPERT LEVEL PLAY. IN-DEPTH GAMEPLAY STRATEGY & PLAYER BUILD EXPERIMENTATION REQUIRED TO SUCCEED ON HIGHER DIFFICULTIES.



GAME LOOP NOTES

- Generous Checkpoints and Non-threatening Progression.
- Curated Linear Level Design Combined with Exploration and Discovery.
- Loosely connected Central Hub adds re-playability.
+ Ability to fast-travel to the Central Hub (Hall of Doors).
- Each Area is a self-contained world unto itself.
+ Internally consistent visually and unique amongst one another.
- Off-main-path loops contain Treasure, Training, Loot, and Magic.
- Gating via Difficulty of Enemies (Soft Gates).

IV

HOW LONG IS A GAME SESSION LENGTH?

Session / Sitting Length: 1-3 Hours.

Total Game Length: 15-20 Hours.

Gated by narrative sequences and sub-missions with hero-reward moments.

12 CHAPTERS

INCLUDING
GAMEPLAY &
KEY CUT SCENES



V

WHAT IS THE TECH & ENGINE DECISION?

Core team of engineers, level designers, animators, and team leads from *Alice: Madness Returns* development have decades of combined experience with the Unreal Tool set.



Proximity to Epic China support team and close relationship with leadership ensures smooth utilization of tools and pipelines.

VI

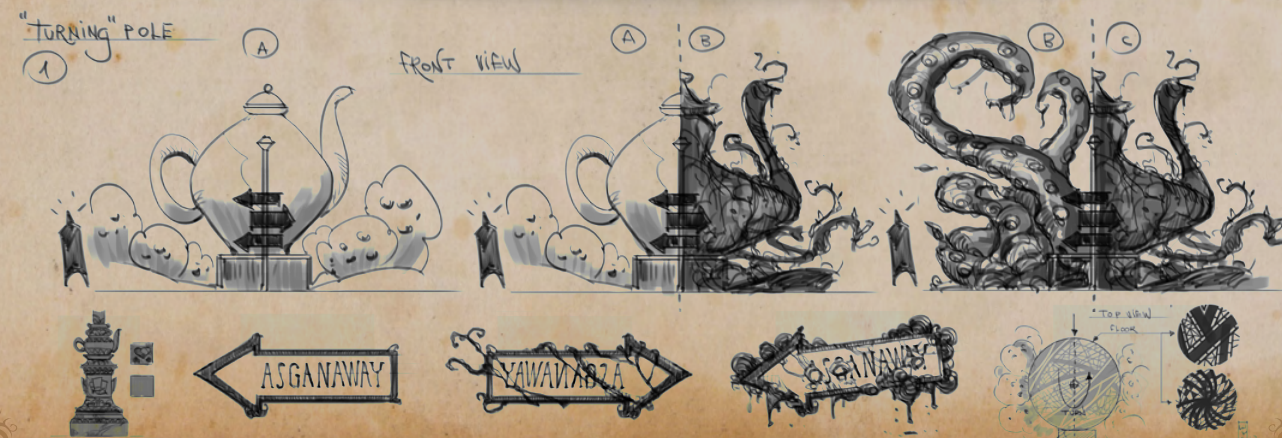
WHAT IS THE GAMEPLAY SPLIT?

	CORE FOCUS	PRIMARY FOCUSES			TERTIARY FOCUS
30%	CURIOSITY + DISCOVERY				
20%	30%	20%	20%	20%	
10%					10%
	EXPLORATION Exploring Wonderland. Sating Curiosity. Experiencing Alice's World. Discovering Secrets.	COMBAT Action. Light Combat Sections. Heavy Combat Arenas. Boss Battles.	NARRATIVE Cut-scenes. Cinematic Set-Pieces. Voice Overs & VA. Story Progression.	SPATIAL CHALLENGES Platforming. Maze Navigation. Hazard & Trap Evasion. World Traversal.	PUZZLES See below for more information regarding puzzle initial outlines for <i>Alice: Asylum</i> .

VII

WHAT ARE THE PUZZLE OUTLINES?

1. Kinetic Puzzles Solved based on creative use of Alice's abilities, weapon mechanics, or manipulation of the environment.	
2. Sensory Puzzles Unique puzzle encounters, solved using visual or audio cues, such as matching symbols, sounds, creating patterns, identifying the "odd-one-out", or literal "puzzle panels".	
3. "Mind Bending" Puzzles Solved using creative thinking in Non-Euclidean environments and spaces. (See below.)	



VIII

WHAT IS THE INITIAL ART DIRECTION?

DIRECTOR'S NOTES

We believe the **Tech Decision & In-Engine Experimentation** will decide the right balance of "Art Style" and "Final Art Direction" in-game. *Notes on art direction & expectations are below, as well as a "Vision Statement" overleaf.*



SLIGHTLY STYLIZED + WARPED GEOMETRY



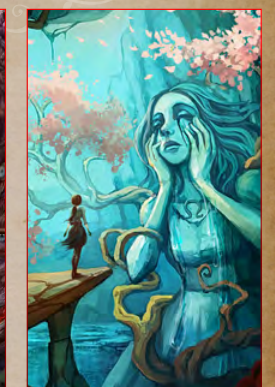
DREAMLIKE BEAUTY



NIGHTMARE HORROR



TRIPPY SURREALISM



INTRICATE & CONSIDERED DETAILS + (SYMBOLISM)

THE RIGHT **BALANCE AND BLEND** OF THE ABOVE FACTORS IS A GOOD INITIAL METRIC FOR VISUAL/ART DIRECTION.



ALICE MADNESS: RETURNS IS OVER 10+ YEARS OLD AND IS STILL WIDELY CONSIDERED VISUALLY TIMELESS DUE TO EFFECTIVE STYLIZATION AND MERGER OF ART / TECH.

DETAILED, WELL CONSIDERED, BUT **NOT** PHOTO REALISTIC. WE BELIEVE ALICE: ASYLUM SHOULD FOLLOW THIS SAME PATH.

ART DIRECTION • VISION STATEMENT

Alice's art direction is intended to be "timeless".

This is a big reason the Alice games are still revered and praised today in their art style.

The art direction design process was short and sweet in *Madness Returns*. After short experimentation with the available tech, the decision and visual language were locked in early in the development process.

We do not lean into hyper-realism or photo-realistic styles

Alice and her Wonderland is intended to be uniquely stylized, both in texturing and modeling.

In *Madness Returns*, this process was achieved through **creative experimentation with shaders and intentionally unique and stylized geometry**.

The shader experimentation was then "baked on" to the stylized geometry by the texture artists.

We envision a similar approach to the development and approach with Alice: Asylum.

An initial "seed" for reference and style is **Victorian Era Tin Toys**.



- Note the stylized and slightly "off" proportions.
- There is a high level of "texture detail", but the geometry is stylized, simplified, or slightly warped in sections.
- Their mechanical/automaton movement is inherently "creepy".
- Their expressions are "scary" and unnatural in a "friendly" way.
- They are rusted, or not "pristine" in appearance.
- "Somewhat damaged".
- Alice's Eyes closely resemble that of a Doll of this era.



These are initial direction points that will guide the design process and provide an understanding of the intended creative direction for Alice: Asylum.

Please note: We do **NOT** want to create *Alice: Asylum's* aesthetic to be literal "Victorian Era Tin Toys".

This information is intended as a gentle push in the right direction to find the right balance of Art style and early experimentation in the visuals.

IS THERE A PLANNED WEATHER CHANGING SYSTEM, RELATED TO THE GAME STORY?

It depends. We anticipate any possible weather will be **gated** on the player's progression in each level.
See notes and diagram below.

POSSIBLE EXAMPLE OF ENVIRONMENTAL LIGHTING & WEATHER PROGRESSION



IS THERE ANY DLC PLANNED? DO WE CONSIDER AN OFFICIAL MOD SYSTEM?

Yes, DLC is possible and encouraged. *See notes below.*

Yes, Community Modification Systems and life-extension of the game is welcome and encouraged.

DLC OPTION 1	DLC OPTION 2	DLC OPTION 3	MOD SYSTEM
<p>NEW STORY EXTENSIONS</p> <ul style="list-style-type: none"> + ADDITIONAL MAPS + ADDITIONAL SCENARIOS + STAGGERED RELEASES & UPDATES <p>The finale of the <i>Alice: Asylum</i> story campaign could continue naturally. Extension of the existing narrative & gameplay is possible.</p>	<p>CUSTOMIZABLE COSMETIC CONTENT</p> <ul style="list-style-type: none"> + ADDITIONAL DRESSES + WEAPON SKINS <p>Expand the player's appearance, aesthetics and weapon skins with 100% optional DLC cosmetic content.</p>	<p>SEASONAL CONTENT LIMITED TIME EVENTS</p> <ul style="list-style-type: none"> + HALLOWEEN, CHRISTMAS ETC. LIMITED TIME THEMED EVENTS + EARN THEMED REWARDS <p>Achieve goals in limited time events and seasonal content. Earn themed rewards, and bonus content over game life-span.</p>	<p>MODIFICATION & COMMUNITY INVOLVEMENT IS ENCOURAGED</p>



SECTION

II

MECHANICS & GAME DESIGN FUNDAMENTALS

III



MYSTERIOUS
STUDIOS

ALICE LIDDELL • THE PLAYER AVATAR

• LOST BUT NOT ALONE • A MYSTERIOUS GIRL TRAPPED IN A WORLD OF WONDER •



A HEROINE OVER 20 YEARS IN THE MAKING

Alice has always been considered a versatile and adaptable video game lead character by her previous two outings in *Wonderland*.

She is portrayed as a capable, fierce, curious and willing main protagonist.

However, in the game design approach for *Alice: Asylum*, some notable differences in Alice's character and appearance will be apparent from the outset. Whereas as Alice appears as a young woman of around 18-20 years old in the previous two games, **Alice is now curiously younger at the start of *Alice: Asylum*.**

She now appears to be around **13 years old**.

Her movements at the start of the game echo her mental state. *Uncertain, scared, lost, confused and frustrated.*

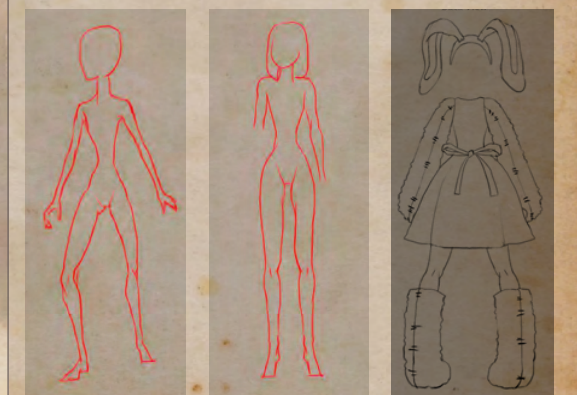
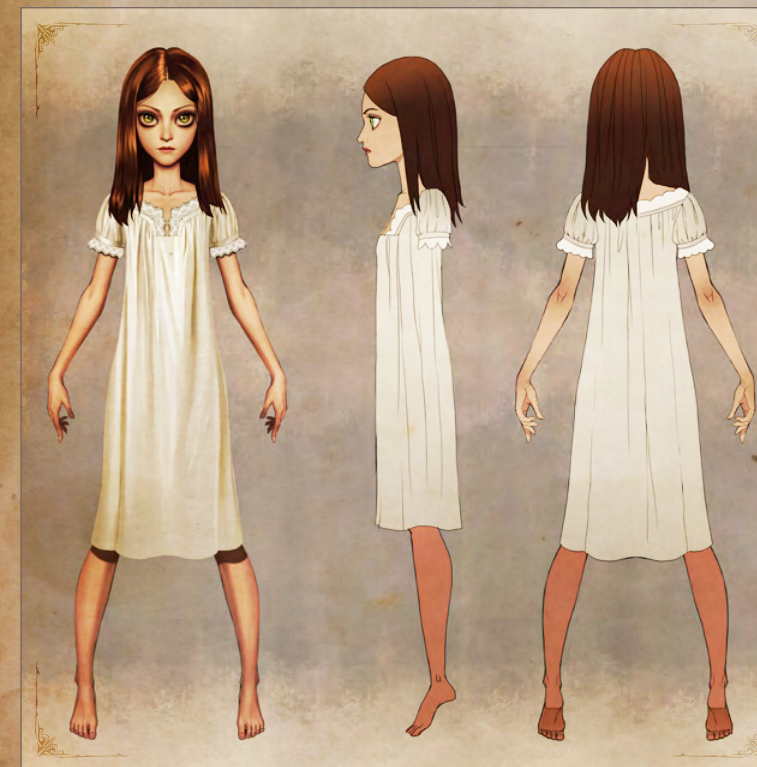
As the game progresses, and more of Alice's mental and personal jig-saw pieces begin to slot into place, she grows into the hero she was always meant to be. Still somewhat broken, but therein lies the relation point to our audience.

As new moves unlock further game progression, Alice's actions become more *deliberate, vicious, measured and confident*. This process is to be reflected in Alice's character movements, actions and behavior as the story progresses. The more adaptive and reactive she appears to her environment, and the more believable she reacts to the story events in-game, the better.

ALICE LIDDELL • PROPORTION & AESTHETIC

• FAMILIAR TO THE CLASSIC STYLE • A FRESH TWIST ON A TIMELESS DESIGN •

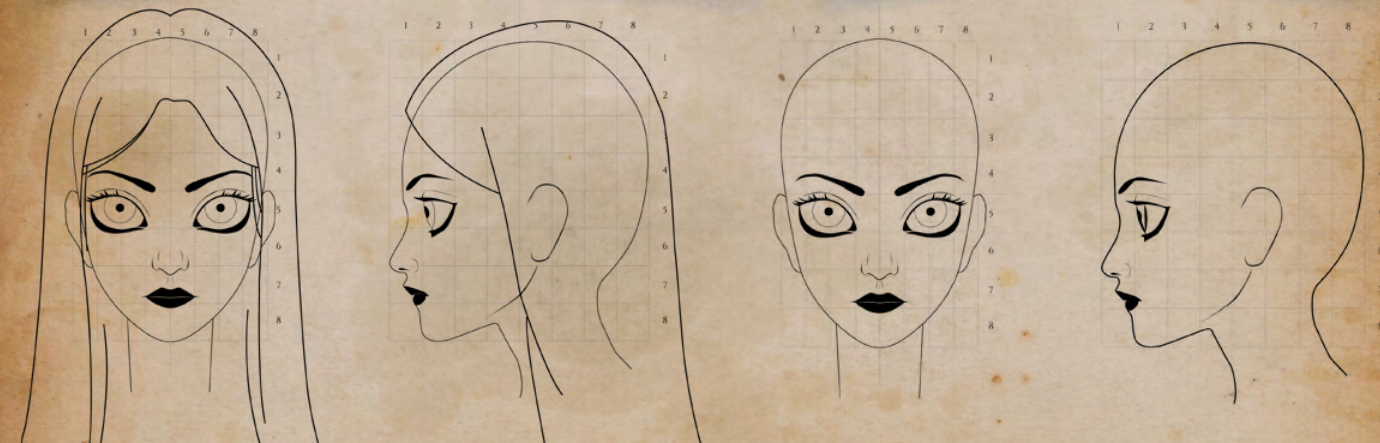
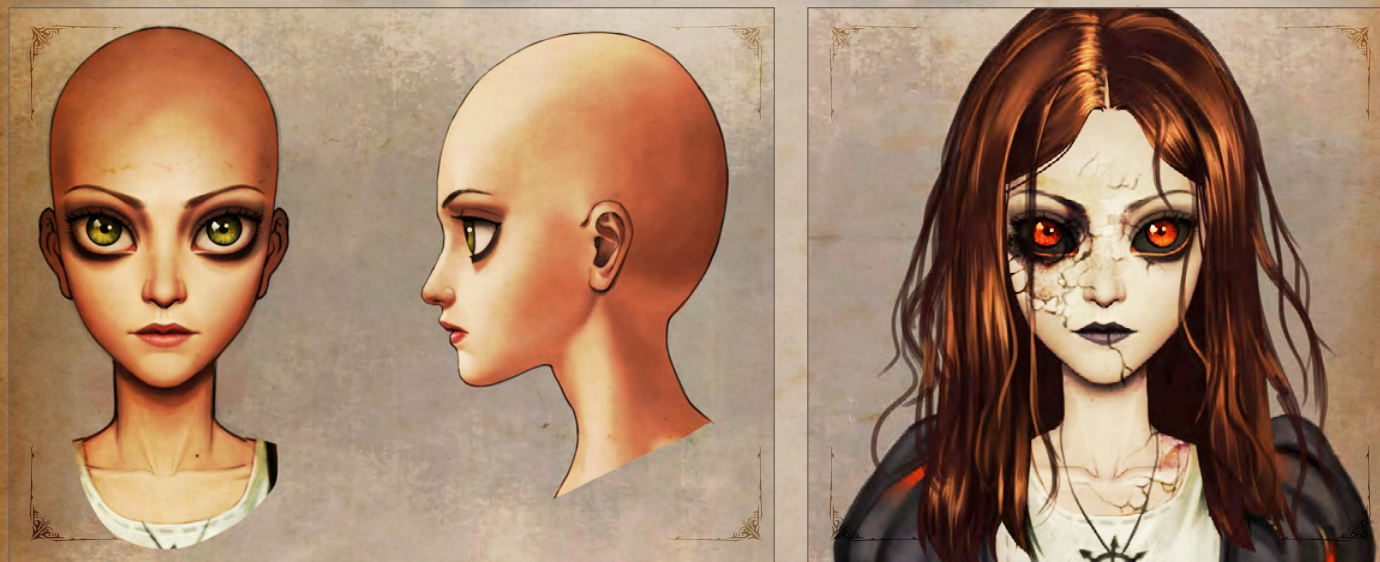
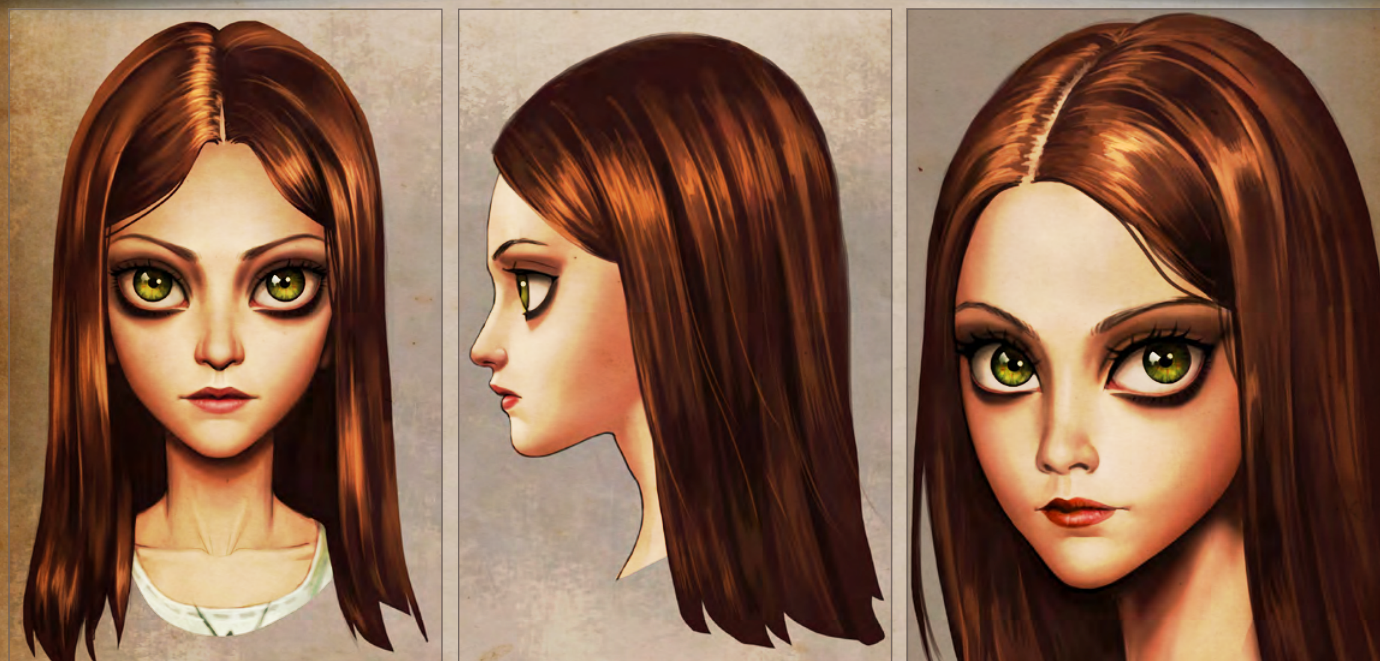
ESTABLISHING CHARACTER DESIGN TRAITS



ALICE LIDDELL • FACIAL STRUCTURE

• A BROKEN MIRROR HAS MANY PIECES • INTO THE EYES OF THE LOOKING GLASS; WE DIVE •

ALICE'S FACE • CHARACTER DESIGN REFERENCE

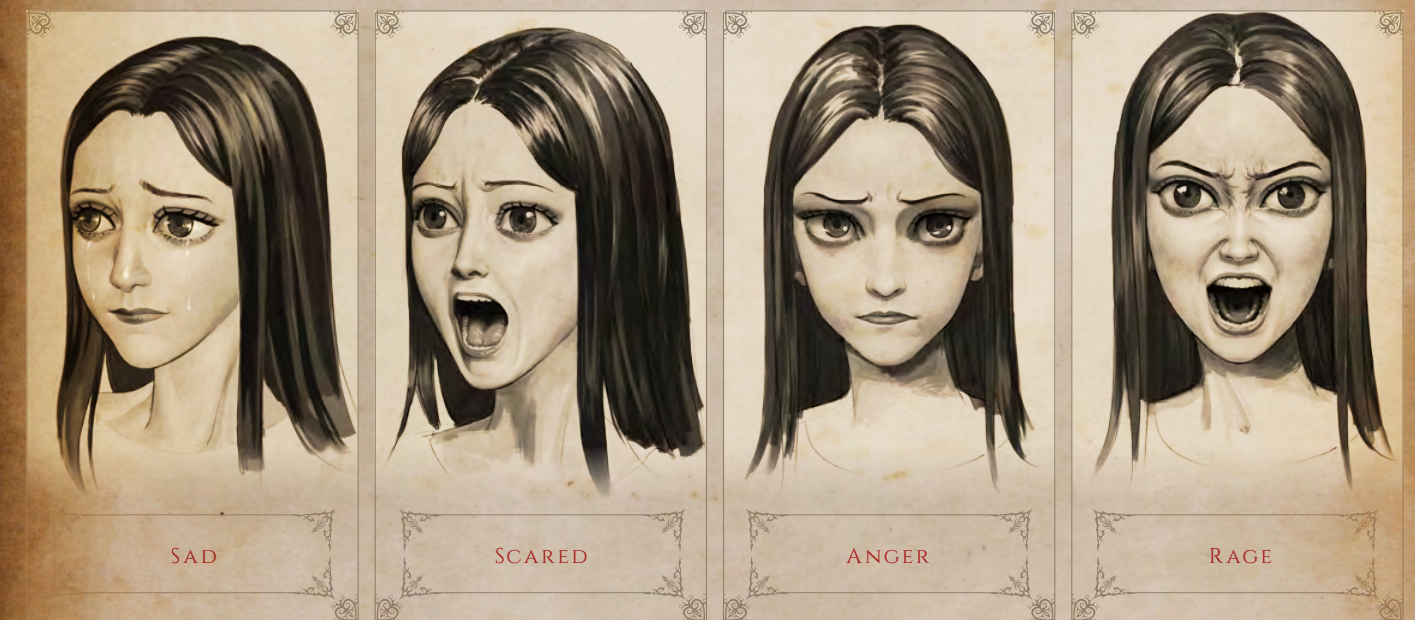


Artwork • ALL - Joey Zeng.

ALICE LIDDELL • EMOTIONS & CHARACTER

• WE WANT ALICE TO FEEL ALIVE • AN EMOTIONAL ANCHOR AND OUR VESSEL FOR ALL GAME EXPERIENCES •

ALICE'S EXPRESSIONS • BRINGING ALICE TO LIFE

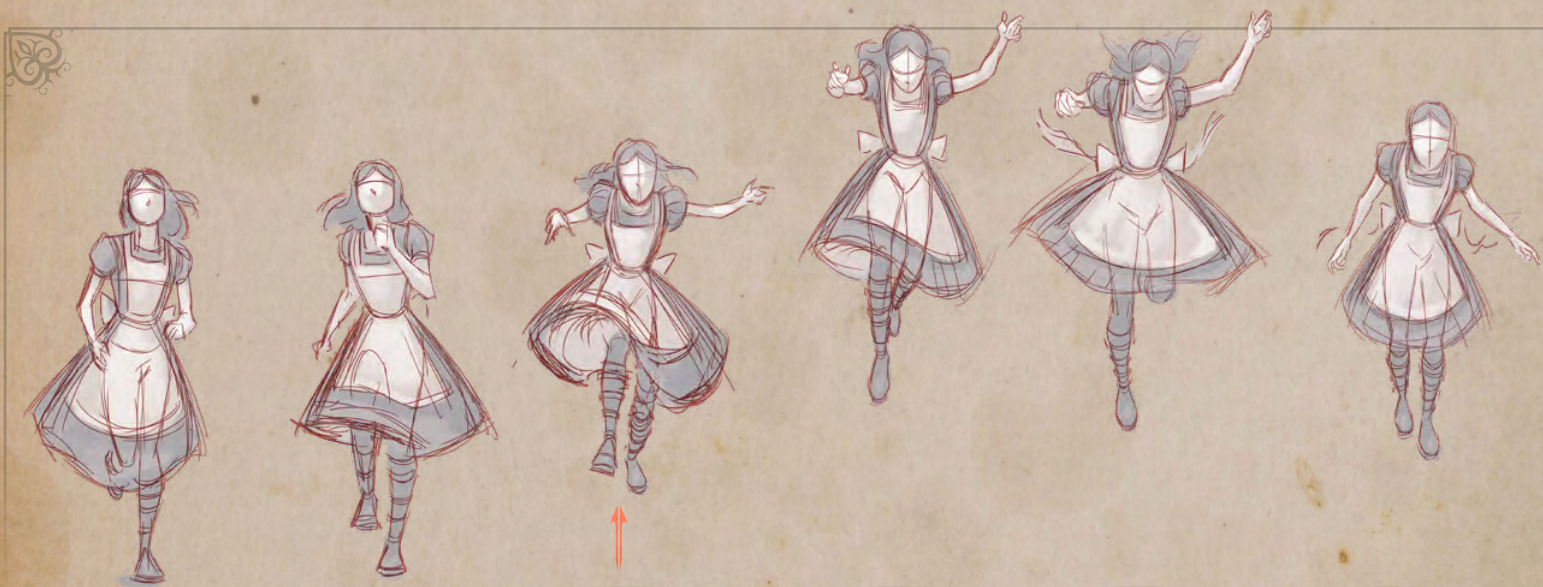
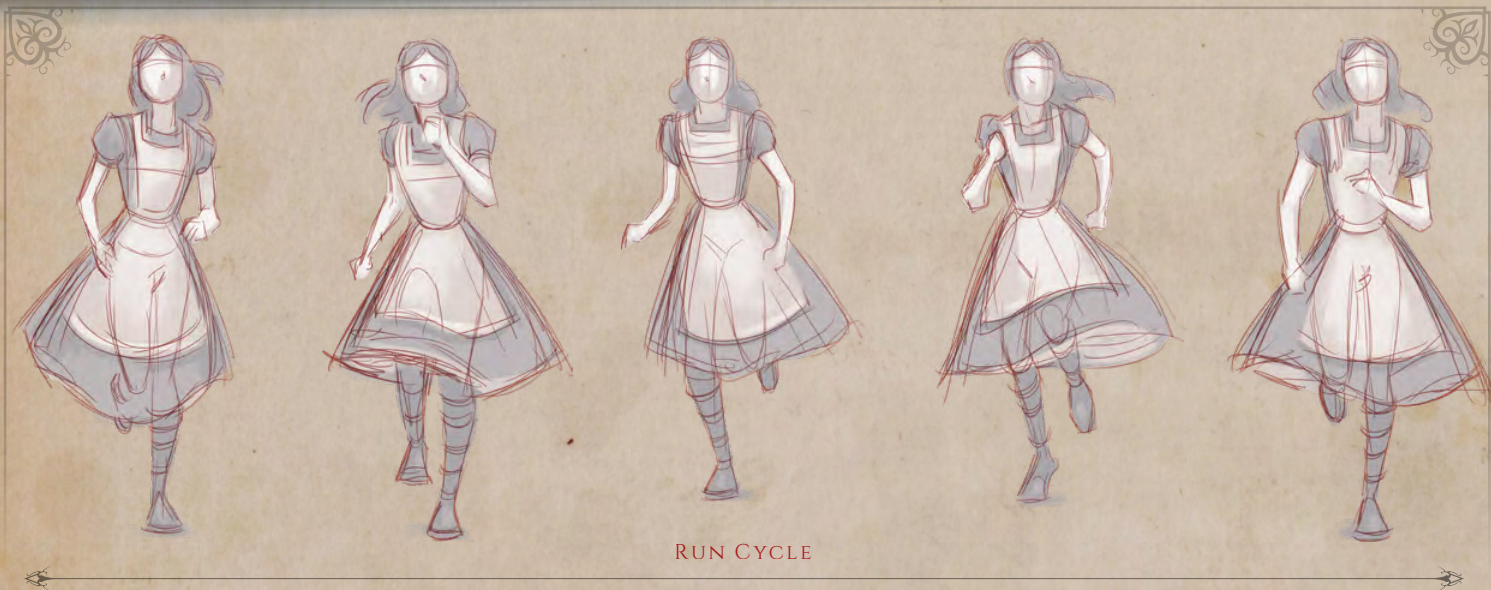


Artwork • ALL - Joey Zeng.

ALICE LIDDELL • MOVE SET & ACTIONS EXPLORATION

• NIMBLE, GRACEFUL AND CURIOUS • ALICE IS READY TO FACE ANY CHALLENGE •

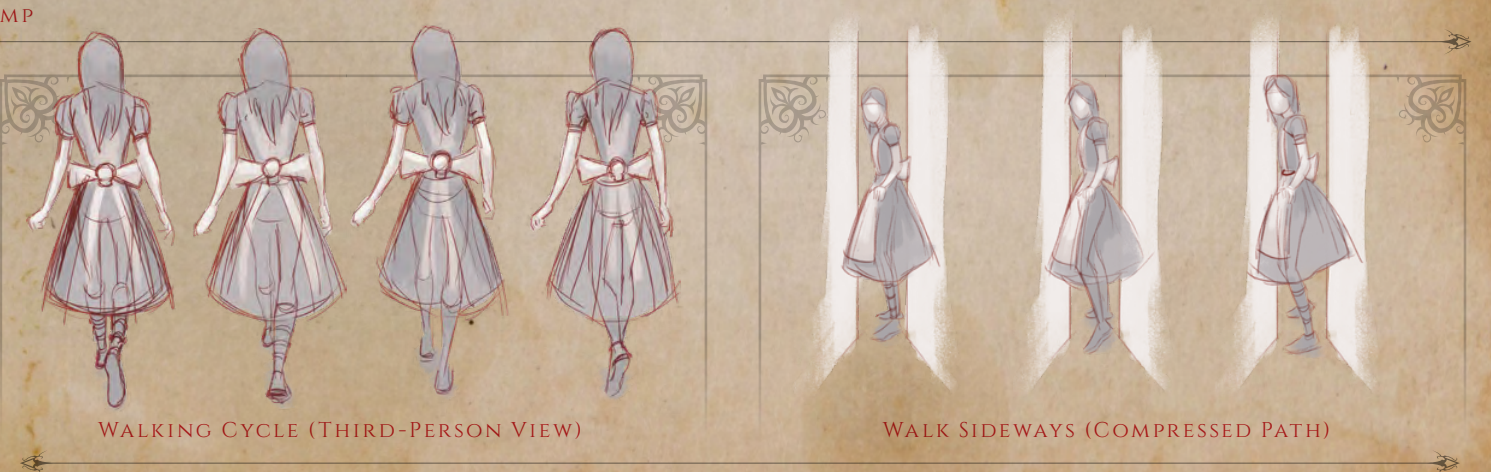
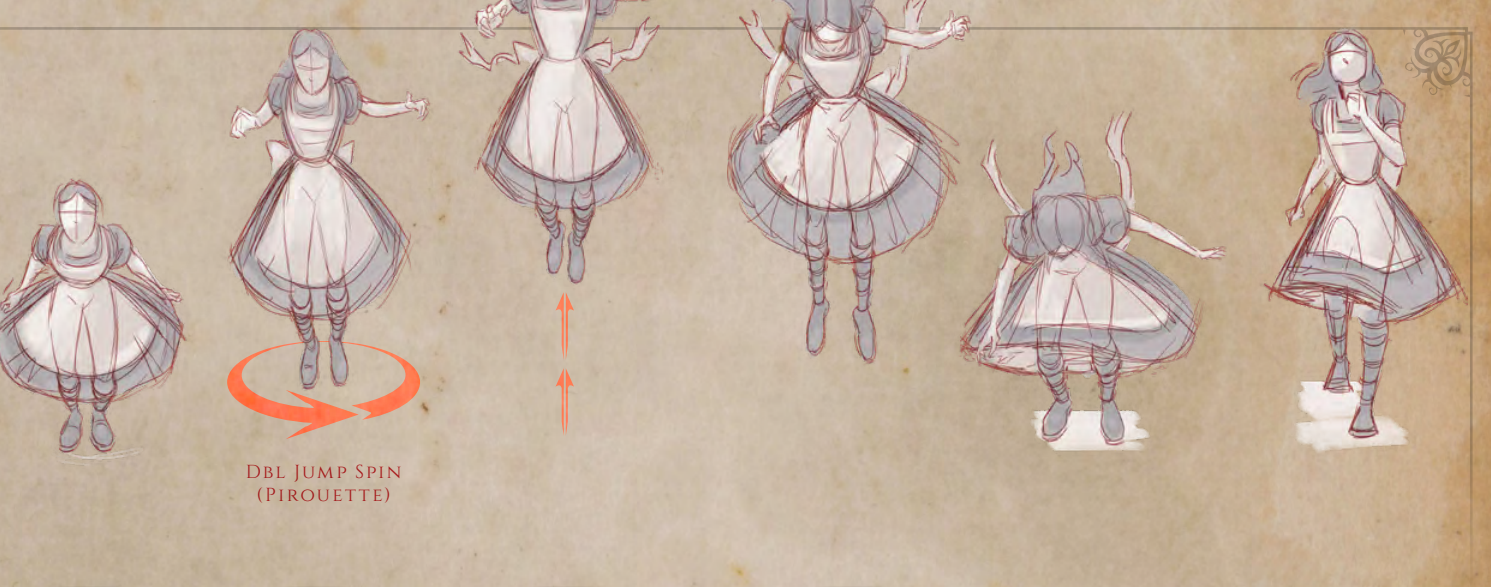
BASIC ACTIONS & MOVEMENT • WALKING, RUNNING & JUMPING



ALICE LIDDELL • MOVE SET & ACTIONS EXPLORATION

• NIMBLE, GRACEFUL AND CURIOUS • ALICE IS READY TO FACE ANY CHALLENGE •

BASIC ACTIONS & MOVEMENT • WALKING, RUNNING & JUMPING



ALICE LIDDELL • MOVE SET & ACTIONS EXPLORATION

• NIMBLE, GRACEFUL AND CURIOUS • ALICE IS READY TO FACE ANY CHALLENGE •

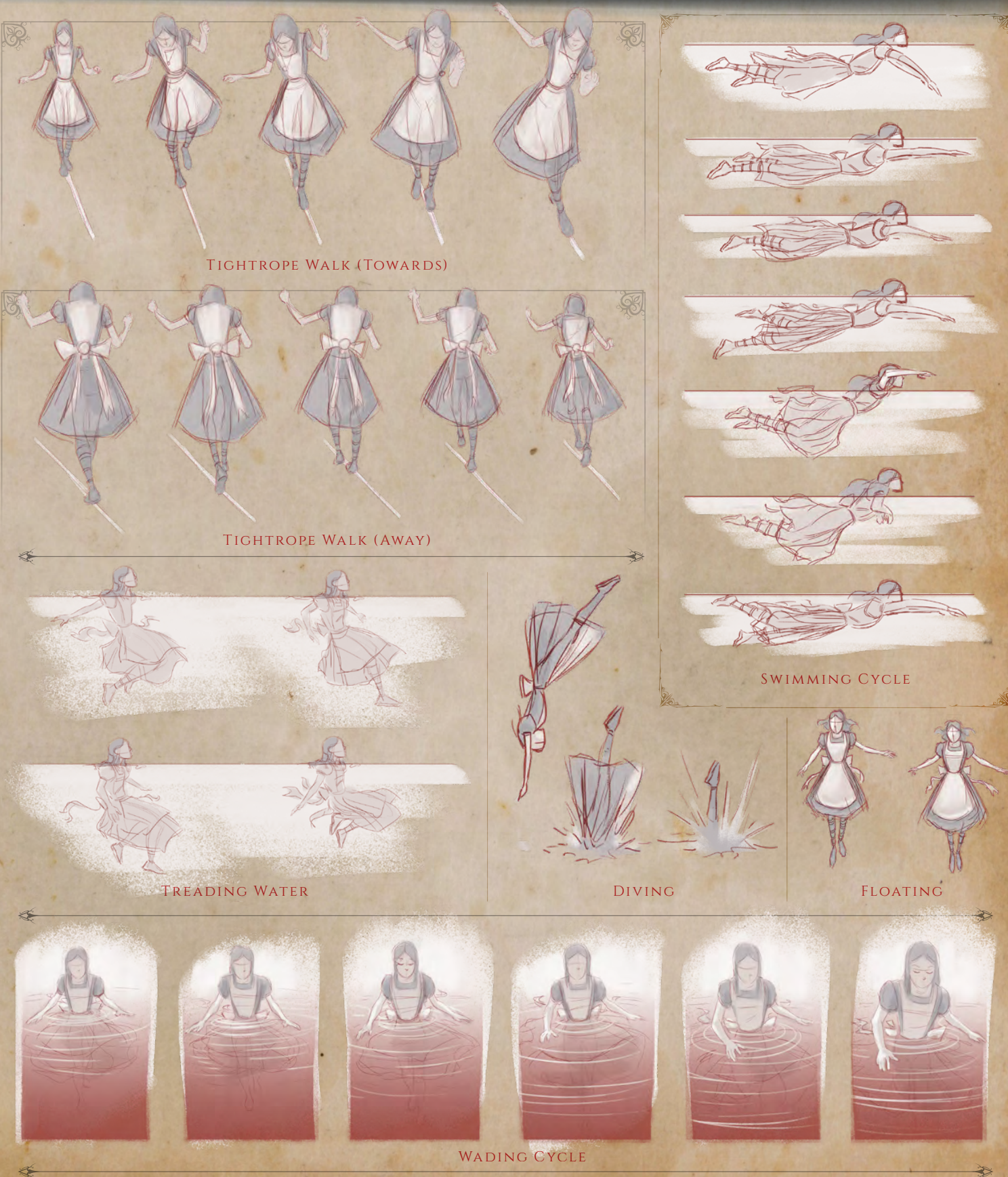
ADVANCED ACTIONS & MOVEMENT • STEALTH, EVASION & CLIMBING



ALICE LIDDELL • MOVE SET & ACTIONS EXPLORATION

• NIMBLE, GRACEFUL AND CURIOUS • ALICE IS READY TO FACE ANY CHALLENGE •

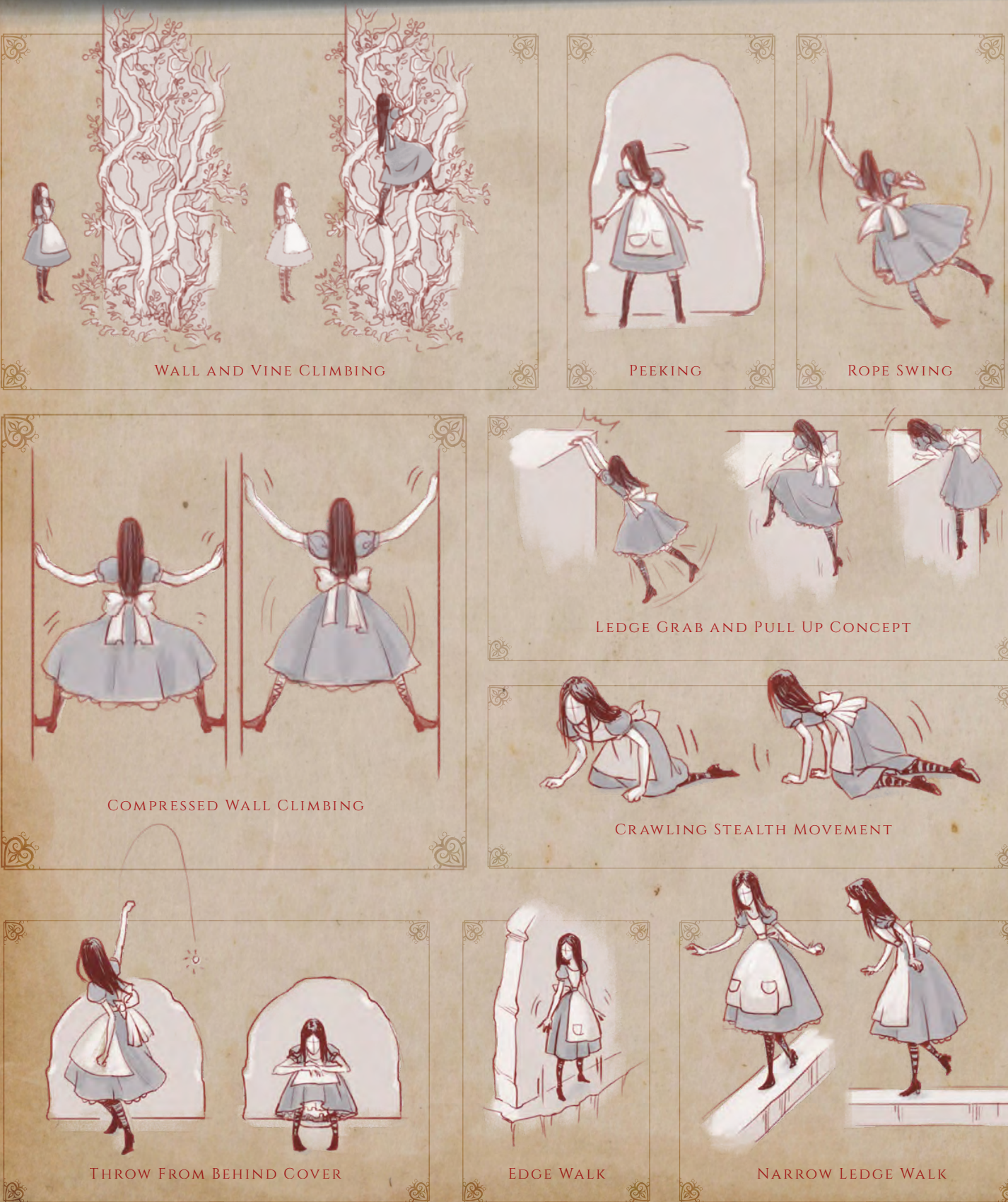
ADVANCED ACTIONS & MOVEMENT • UNIQUE TRAVERSAL & SWIMMING



ALICE LIDDELL • MOVE SET & ACTIONS EXPLORATION

• NIMBLE, GRACEFUL AND CURIOUS • ALICE IS READY TO FACE ANY CHALLENGE •

ADVANCED ACTIONS & MOVEMENT • ADDITIONAL CONCEPTS



ALICE LIDDELL • MOVE SET & ACTIONS EXPLORATION

• NIMBLE, GRACEFUL AND CURIOUS • ALICE IS READY TO FACE ANY CHALLENGE •

FUNCTIONS & ACTIVATIONS • CONTEXT SENSITIVE GAMEPLAY MOVES



ALICE LIDDELL • MOVE SET & ACTIONS EXPLORATION

• NIMBLE, GRACEFUL AND CURIOUS • ALICE IS READY TO FACE ANY CHALLENGE •

IDLE ACTIONS & MOVEMENT CONCEPTS • BORED/INACTIVE STATES



BOREDOM IDLE STATE



HUMMING AND SWAYING IDLE STATE



PATTING CHESHIRE CAT IDLE STATE

BUTTERFLY CATCH IDLE STATE

ALICE LIDDELL • MOVE SET & ACTIONS EXPLORATION

• NIMBLE, GRACEFUL AND CURIOUS • ALICE IS READY TO FACE ANY CHALLENGE •

DEATH & DAMAGE CYCLES • CONCEPTUAL OUTLINES & STATES



LIGHT DAMAGE IMPACT CYCLE

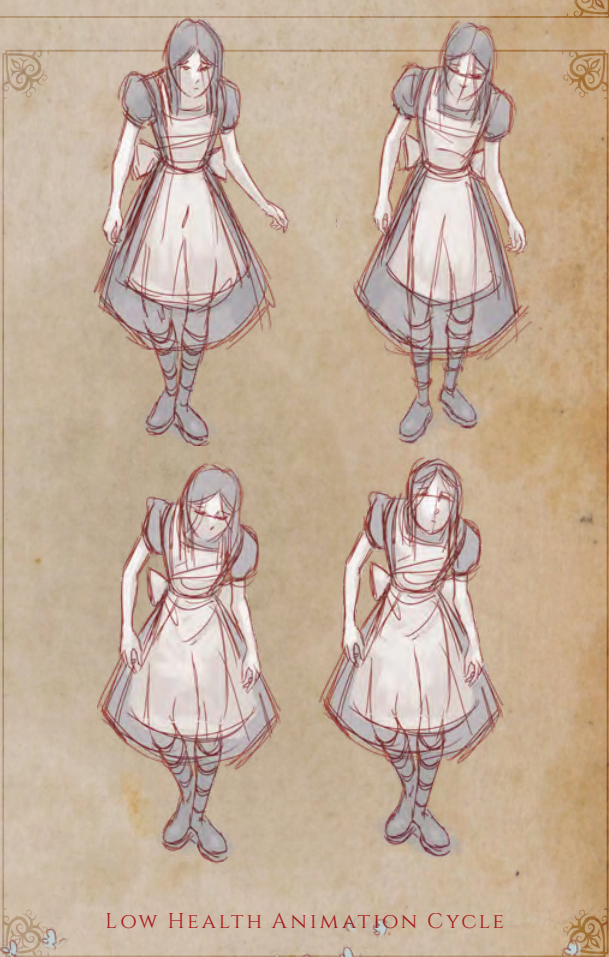
HEAVY DAMAGE IMPACT CYCLE



CRITICAL DAMAGE IMPACT CYCLE



HIGH FALL DAMAGE IMPACT CYCLE



LOW HEALTH ANIMATION CYCLE



DEATH CYCLE


ALICE LIDDELL • DEATH & RE-SPAWN PROCESS

• A QUICK AND BEAUTIFUL DEATH • SOLVE ET COAGULA • DISSOLVE TO REFORM •

DEATH & FAST RE-SPAWN STATES • DESIGN NOTES AND INTENT

1


MOMENT OF DEATH
(HEALTH ≤ 0%)



Depending on Alice's cause of death, (*impaled, impact, fall*) her death animation is hinted in a very brief transition. The particular "death animation" of Alice is **insinuated only**, we do not show explicit gore or violence against Alice in-game.

◆◆◆◆◆


2



After Alice's immediate death, she dissolves into a cloud of butterflies. Parts of her body remain and will animate gently as the butterflies swarm.

◆◆◆◆◆


3



The cloud of butterflies begins to scatter and dissipate. Alice is no longer visible in this state, and the butterflies flutter and dance in the air.

◆◆◆◆◆


4



Red, fleshy tentacles appear from the point of Alice's death. These move quickly, and appear spontaneously from the environment regardless of Alice's location of her death.

◆◆◆◆◆

5




The tentacles align in a condensed swarm, encasing all of the butterflies. The butterflies are no longer visible, and the scene in-game resets.

◆◆◆◆◆

6

MOMENT OF RE-SPAWN
(HEALTH BACK TO 100% - CHECKPOINT)



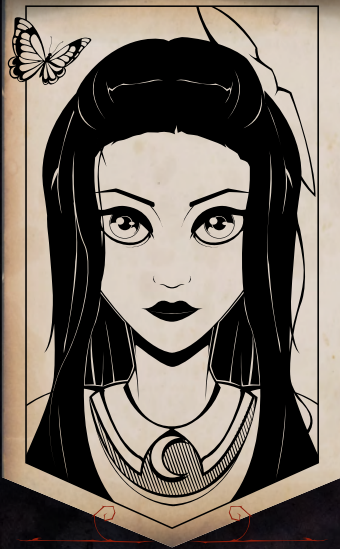
Alice re-spawns back at the nearest checkpoint, ready to commence gameplay once again. As Alice re-spawns, we see a brief hint of the red tentacles, as they quickly dissipate and disappear around her.

◆◆◆◆◆

DIFFICULTY LEVELS & GAMEPLAY EXPERIENCE

• AN ENJOYABLE EXPERIENCE FOR NOVICES • A CHALLENGE FOR VETERAN PLAYERS •

EASY NORMAL HARD NIGHTMARE



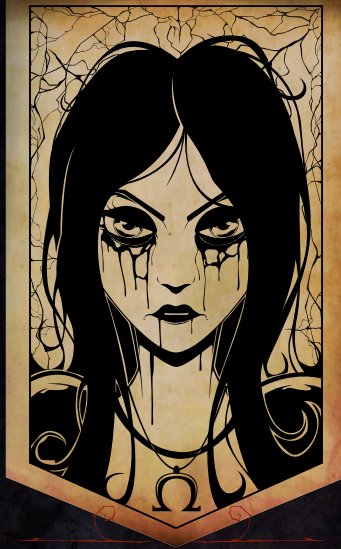
For players who would rather focus on the narrative and enjoy the experience of *Alice: Asylum* at a gentle pace.

Combat is heavily weighted in the player's favor, with unlimited ammo and resources, and a reduction of damage taken from all sources. Enemies are much less aggressive in combat.



For players who want a healthy balance of gameplay and narrative focus. This mode is made to play *Alice: Asylum* as intended.

Combat is balanced and staggered consistently, with a steady introduction of core mechanics and resource management as the combat escalates later in-game.



For players who want a challenge and to be tested in their gameplay experience. This mode is tailored towards veteran *Alice: Asylum* players who are already familiar with the core game mechanics.

Resource management and player skill is critical to succeed in this game mode.



For players who want to be chewed up, spat out and eaten alive by their *Alice: Asylum* gameplay experience.

Damage taken is increased, enemies are very aggressive and resources are limited. This mode isn't even remotely fair. Intended for players looking for an intense, nail-biting challenge.

ULTRA-NIGHTMARE DIFFICULTY
SECRET UNLOCKABLE GAMEPLAY MODE

PLAYABLE AFTER FIRST GAME COMPLETION



1X LIFE ONLY

A gameplay mode designed to be so cruel it is not immediately accessible from booting up the game. This mode follows the core gameplay style of Nightmare difficulty, but also introduces "perma-death". Meaning once Alice is killed or her health is reduced to zero, the game ends, and the player must start from the beginning. No save points are available in this game mode.



ETHOS & GAME DESIGN APPROACH #01

• A SET PATH TO FOLLOW • A DIFFERENT EXPERIENCE TO BE FOUND EACH TIME •

SOFT GATED AREAS

The player can navigate the area freely, getting from point A to B and progressing in a linear fashion using any manner of skills and abilities available to them.

HARD GATED AREAS

The player must achieve a certain goal (*such as: solve a puzzle, defeat a boss, defeat all enemies, collect a required item*) in order to progress to the next area.



The above mock up presents a classic “**Soft Gate**” scenario of potential Gameplay.

The player approaches a hallway filled with different types of enemies and obstacles. The exit is at the end of the hall, the question is; “**How does Alice choose to proceed?**”



CHOICE 1
FIGHT THROUGH
COMBAT

Alice charges into the fray and solves her problems with her Vorpall Blade and ranged arsenal. Combat, aggression, defense and skill will see the player through to the next area of the stage.



CHOICE 2
STEALTH & EVASION
EXPLORATION & SPATIAL CHALLENGES

If Alice is feeling sneaky, she can avoid conflict directly and jump up to the broken ledges to her right. Watching the enemies patterns of movement & line of sight, if she times it right, she can pass by undetected.



CHOICE 3
PUZZLE SOLVING
EXPLORATION & PUZZLE SOLVING

Hidden tricks in each situation may present pleasant results. In this instance, *precariously balancing debris lurk in the shadows at the back of the room*. With a sure ranged strike, Alice can smother the enemies in debris from afar, eliminating them, and skipping the fight, freeing her up to explore a hidden area.

ETHOS & GAME DESIGN APPROACH #02

• A SET PATH TO FOLLOW • A DIFFERENT EXPERIENCE TO BE FOUND EACH TIME •

HARD GATED AREAS

COMPLETE THE KEY OBJECTIVE TO PROGRESS!



The above scene presents a classic “**Hard Gate**” scenario of potential Gameplay.

Engaged against **The Duchess in a wicked Boss Fight**, the question for Alice is one of **survival, skill and combat**.

Progression to the next area will be determined only by successful gameplay and overcoming the encounter.



HARD GATE OUTCOME A
SUCCESS
= GAME PROGRESSION

Hard Gates force the player to overcome an obstacle or gameplay experience in a deliberate and focused way.

In **Boss Fights**, mechanics and specific weaknesses or attack patterns will need to be identified, evaded and exploited using Alice's abilities in order to proceed.

Other examples are; Puzzles solved. Key items located. All enemies defeated. Until these certain criteria are met, core progression will be barred. Hard Gates will be framed as a **pinnacle challenge intended to test a player in new core mechanics, or new weapon usage to ensure they are ready to progress**. The end result of any Hard Gate is for the player to be funneled onto a specific path to progress the narrative and game experience in *Alice: Asylum*.



HARD GATE OUTCOME B
FAILURE
= ANOTHER CHANCE

Hard Gates are intended to be challenging. **Failure, trial and error and exploration of solutions is encouraged, and will be expected in gameplay.**

Alice: Asylum will make generous and well-considered usage of **Checkpoints** and **Save States** in order to allow a player sufficient chances to enjoy and overcome challenges, whilst balancing the experience with frustration of failure.

Repeated or excessive failures will present the player the option to; **choose to lower the difficulty setting for the encounter, or resume the encounter with invincibility activated, full resources, ammo and health.**

If chosen, these measures come at the expense of **lower XP gain penalties** for completion of the encounter.

USER INTERFACE (UI) • CLASSIC

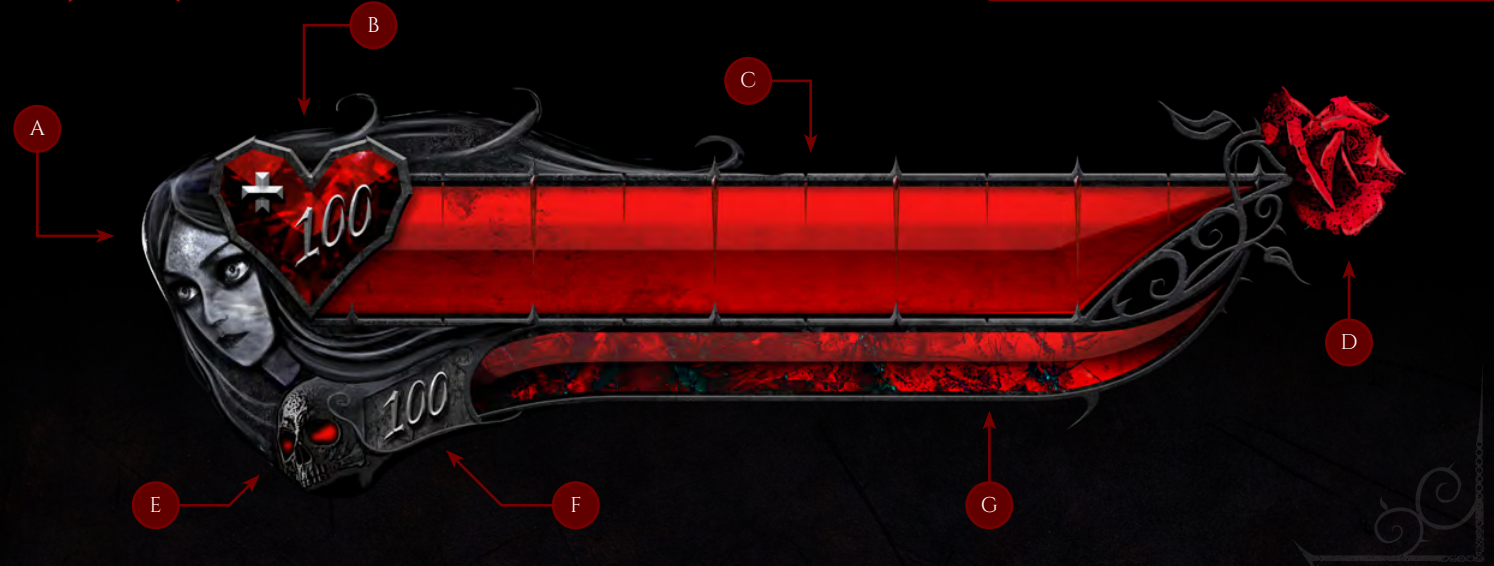
• AESTHETIC, FUNCTION & PLAYER PREFERENCES • A JOURNEY IN LETHAL LEGIBILITY•

I

CLASSIC HUD CONCEPT

90S - 2000S ERA INSPIRED • HEADS UP DISPLAY CONCEPTS

VIEW ANIMATED HUD CONCEPTS ON YOUTUBE ▶



CLASSIC HUD COMPONENTS

- A
- PORTRAIT STATUS INDICATOR
- B
- HEALTH REMAINING (100-0%)
- C
- HEALTH BAR VISUAL REPRESENTATION
- D
- ROSE (ONE-HIT SHIELD)
- E
- SPECIAL STATUS INDICATOR
- F
- SPECIAL METER REMAINING (100-0%)
- G
- SPECIAL BAR VISUAL REPRESENTATION

CLOSER TO DEATH...

As Alice sustains damage or activates "Special States" her **Status Indicator** will change depending on her well-being. The closer Alice's health goes to zero, the more anguish and pain will be reflected in her portrait. This is inspired by a familiar HUD concept when a protagonist draws ever closer to their *doom*.

ROSE (ONE HIT SHIELD)

A new mechanic introduced into the Alice series are **Roses** in the form of *One Hit Shield item pickups*. These items protect any further damage being deducted from Alice's health. When active, it negates all damage from the next single hit. Alice's health remaining, or the damage amount inflicted in the attack received will not matter. *To be used wisely*, Rose pickups will replenish the shield.

I. SHIELD ACTIVE

II. SHIELD EXPENDED

III. ROSE ITEM

USER INTERFACE (UI) • WEAPON WHEEL

• AESTHETIC, FUNCTION & PLAYER PREFERENCES • A JOURNEY IN LETHAL LEGIBILITY•

II

WEAPON WHEEL CONCEPT

QUICK SELECT • WEAPON AND ARMAMENTS

VIEW ANIMATED HUD CONCEPTS ON YOUTUBE ▶



ACCESSIBILITY & CUSTOMIZATION

QUICK SELECT • DESIGN NOTES

With a massive array of weapons available for Alice and the player to wield in *Alice: Asylum*, the ability to make choices easily at any time is key to a seamless experience. The *Quick Select Weapon Wheel HUD* allows for immediate selection of any weapon, at any point in time. Combined with *D-Pad Mapping* for even quicker favorite weapon choices, the experience is tailored to the player.

WEAPON WHEEL HUD
FUNCTION AND ACCESSIBILITY

IN-GAME TIME SLOWS DOWN IN BACKGROUND WHILE HUD ACTIVE

DIRECT SELECTION AVAILABLE TO ANY COLLECTED WEAPON

FAVORITE WEAPONS CAN BE MAPPED TO ANY D-PAD INPUT

USER INTERFACE (UI) • MODERN

• AESTHETIC, FUNCTION & PLAYER PREFERENCES • A JOURNEY IN LETHAL LEGIBILITY•

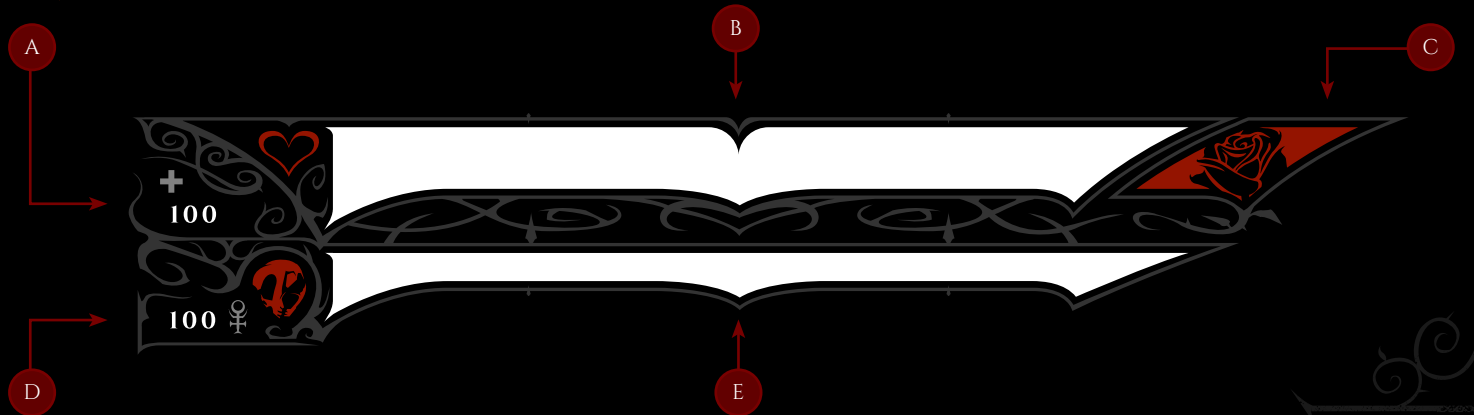
III

MODERN HUD CONCEPT

MODERN GAME INSPIRED • HEADS UP DISPLAY CONCEPTS



VIEW ANIMATED HUD CONCEPTS ON YOUTUBE



MODERN HUD COMPONENTS

- A HEALTH REMAINING (100-0%)
- B HEALTH BAR VISUAL REPRESENTATION
- C ROSE (ONE-HIT SHIELD)
- D SPECIAL METER REMAINING (100-0%)
- E SPECIAL BAR VISUAL REPRESENTATION



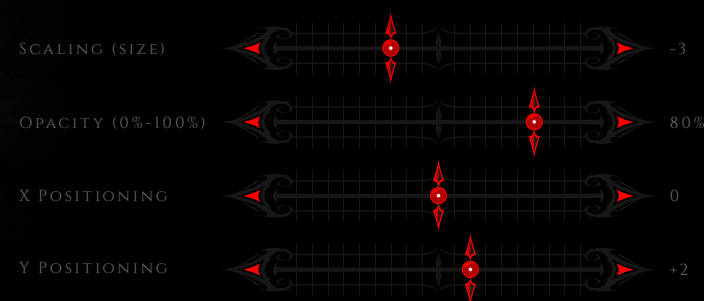
ACCESSIBILITY & CUSTOMIZATION

PLAY WITH RETRO HUD OR PLAY WITH MODERN HUD • PLAY YOUR WAY

THE CHOICE IS YOURS • FULLY CUSTOMIZABLE HUD

Accessibility, function, and player preference is always at the core of the design principles for Alice: Asylum.

With Alice's roots in 90s-2000s era classic games, there is a visual HUD choice for those who lean towards the past. For modern day gamers, the option is there to play Alice with minimalistic HUD. *Scaling, opacity, choice of information shown, area of display, color blindness modes and X/Y Coordinate Positioning* are all options for customizing the Alice: Asylum HUD to a player's preference.



CORE COMBAT LOOP • FOUNDATION & FLOW

• A CONSTANTLY CHANGING BATTLE FIELD • ADAPT AND YOU MAY SURVIVE•

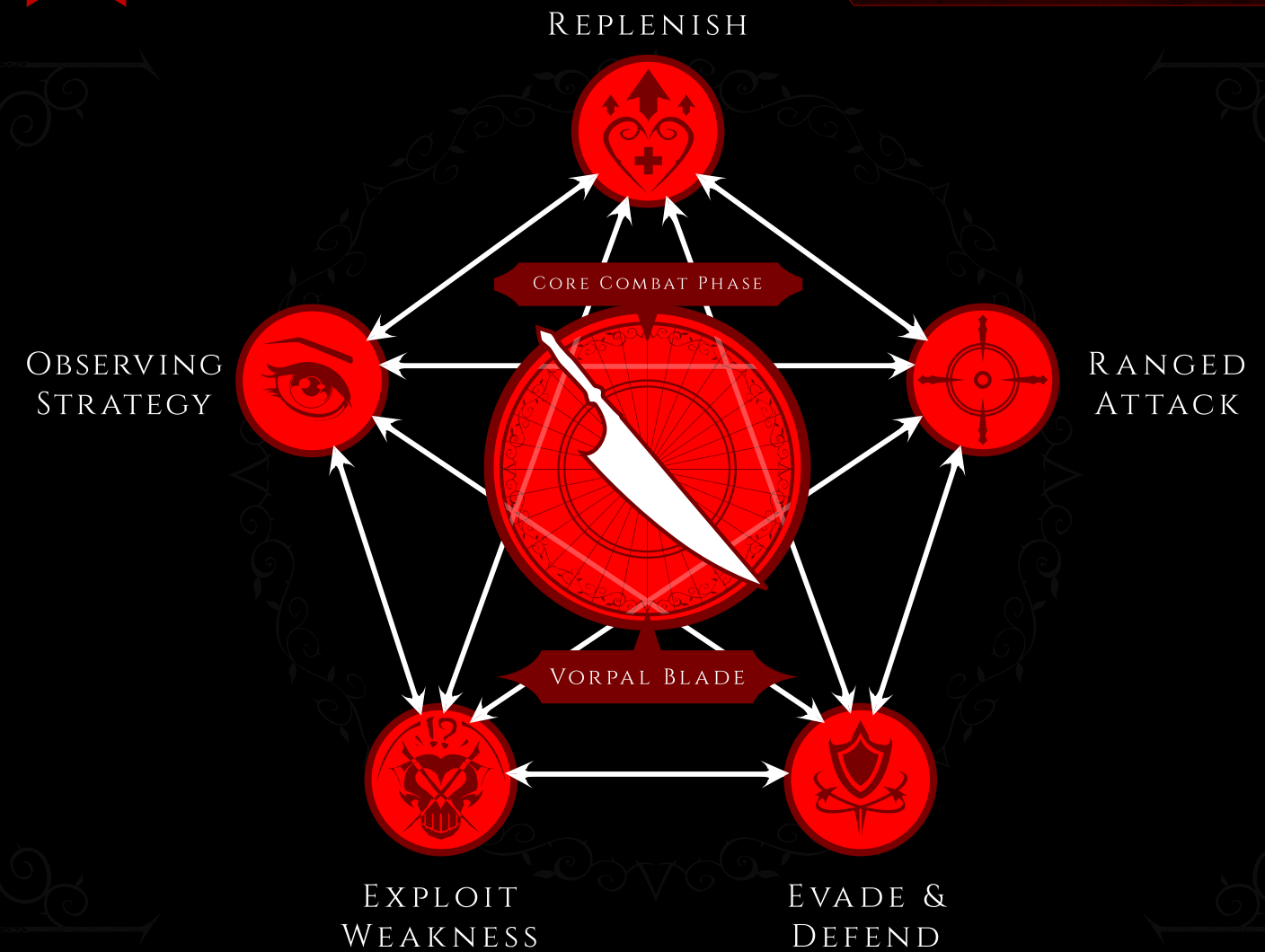
IV

KEY COMBAT PHASE OUTLINE

LIKE FAST-PACED CHESS, WITH KNIVES AND TENTACLES.



VIEW ANIMATED COMBAT LOOP ON YOUTUBE



VORPAL BLADE

SWIFT AND KEEN AND ALWAYS READY FOR SERVICE

CORE COMBAT PHASE

The core of Alice: Asylum's combat loop is focused around melee attacks, combos and DPS (*Damage Per Second*) inflicted with the Vorpall Blade. The Blade is primarily a *close-range weapon*, that forces Alice to engage enemies while she is in harm's way. Skillful use of *aggression, attack combinations, dodging, engaging and disengaging*, all during the *right timing windows* are key to success.

Vorpall Blade melee attacks are always accessible by the player, and can be used infinitely. Some smaller enemies can be *stunned or killed outright with ranged weapons*, but larger threats, such as *Bosses and Mini-Bosses*, can only have their health bar depleted by damage and attacks from the Vorpall Blade. Boss *Damage Phases* trigger only when certain criteria have been met in combat.



CORE COMBAT LOOP • KEY PHASES

• A CONSTANTLY CHANGING BATTLE FIELD • ADAPT AND YOU MAY SURVIVE •



REPLENISH

COMBAT PHASE

+ COLLECT HEALTH • AMMUNITION • PICKUPS

Actively hunt and collect items on the battlefield to replenish depleted resources. Items are either located on the field, hidden in secret areas, or awarded from successfully defeating enemies.



RANGED ATTACK

COMBAT PHASE

ATTACK ENEMIES FROM AFAR • LIMITED USES

Ranged Attack weapons can be used to eliminate enemies from a safe distance or damage more powerful enemies before they can get up close. All ranged weapons have *limited ammo* or are placed on *cool-down timers* after each shot is expended.



EVADE & DEFEND

COMBAT PHASE

DODGE, PARRY, BLOCK AND REPOSITION

When an attack is initiated by an enemy, the player has a range of options to survive. Careful timing and execution of a *dodge* will evade the attack. A *parry* will initiate a counter-attack window. Some attacks can be *blocked* or *deflected*. Alice can also *disengage* to find a safer position.



EXPLOIT WEAKNESS

COMBAT PHASE

HIT ENEMY WEAK SPOTS • STUN & STAGGER • GUARD CRUSH

Certain enemies can only be damaged once certain criteria has been met. Some enemies must have their armour destroyed (*Guard Crush*) before they can be damaged. Others must be hit repeatedly to *Stagger* or *Stun* them. Some can only be damaged by certain attacks, or if *correct weak spots* are struck.



OBSERVING STRATEGY

COMBAT PHASE

IDENTIFY ENEMY ATTACK PATTERNS AND OPENINGS

Watching how some enemies attack, move and behave in combat will give hints for how to defeat them. After an attack, an enemy *may be off-balance*, or be *left in a vulnerable state*. Enemies may *broadcast their intention* to the player, or *attack in succession*. **Patterns will emerge**, that Alice must identify to succeed.

CORE COMBAT LOOP • POTENTIAL EXAMPLES

• A CONSTANTLY CHANGING BATTLE FIELD • ADAPT AND YOU MAY SURVIVE •



COMBAT ENCOUNTER

A

1. An enemy attacks Alice. The player dodges the attack.
2. Watching for enemy "tells" and weak spots, they strike.
3. Alice lashes out with her Vorpal Blade.
4. The enemy is slain, and Alice replenishes her ammo from spawned items dropped.

Combat Phases In Order:

1. Evasion/Defend, 2. Observation, 3. Vorpal Core Combat, 4. Replenish.



COMBAT ENCOUNTER

B

1. **Impact.** The player is hit. Get out of harm's way to avoid another attack.
2. Alice notices another threat incoming.
3. She repositions herself for safety.
4. Noticing an opening, the player advances.
5. As Alice draws near, another projectile zooms in from above. She dodges the attack.

Combat Phases In Order:

1. Evasion/Defend, 2. Observation, 3. Evasion/Defend, 4. Observation, 5. Evasion/Defend.



COMBAT ENCOUNTER

C

1. Alice staggers a distant enemy with a suitable attack.
2. She then fires a shot into a bunch of enemies for crowd control.
3. Noticing a threat, Alice disengages.
4. She then gets up close with the survivors to do damage with the Vorpal Blade.
5. More dodging as enemy blows rain in.
6. She tries to parry an attack in order to stagger an enemy. But...
7. **[FAIL] YOU'RE HIT!**
Time to find health, time to restock ammo.
8. Re-assessing, more baddies are now advancing in a fresh wave.

What do you do next? How do you react?

Combat Phases In Order:

1. Exploit, 2. Ranged Attack, 3. Evasion/Defend, 4. Vorpal Core Combat, 5. Evasion/Defend, 6. Evasion/Defend, 7. Replenish, 8. Observation.

ENEMY BEHAVIORS • PATTERNS & ATTACKS



ENEMY THREAT TIERS
DESIGN NOTES

Enemy behavior in *Alice: Asylum* is varied, with each combat arena and encounter designed like a kinetic puzzle.

However, *Alice: Asylum* is **not** intended to be a high-difficulty and punishing combat experience (unless playing on extreme difficulties).

Combat is intended to be a varied, creative and fun experience.

One that rewards curiosity, and allows each weapon choice in Alice's arsenal adequate time to shine and to be experimented with.

The push and pull balance is;

1) For the player to face combat encounters with a variety of choices and viable options to overcome combat scenarios.

2.) To quickly and successfully adapt strategy against ever-changing circumstances on the fly.

To establish hierarchy and base expectations in the enemies outlined in this document, an **Enemy Tier Number based on difficulty (1-6)** has been applied. Basic behaviors, parameters and enemy design rationale are explained in detail as new enemies appear in the narrative.



TIER 1 - NPCs: WORLD RESIDENTS (NO COMBAT MECHANICS)

1. **Wonderland Residents:** Civilians, general populace Wonderland - Can be cast members, but are bit parts, or serve a narrative arc.
2. **Wildlife:** Animals and wild Creatures inhabiting this particular world - Can be scripted and interact / react with the player.
3. **Environment Ambient Creatures:** Fireflies, glowworms, particle effect creatures that enhance or create a mood to a scene. Scene setting only. Interaction with player is limited.

No Combat Mechanics unless upgraded to a TIER 2 enemy.



TIER 2: PEONS/FODDER CLASS ENEMIES

Low health. Easily outmaneuvered. Careless players will succumb. Easily beaten in single combat, can overwhelm the player in large crowds. Simple combat mechanics, attacks are easily broadcast and avoided.



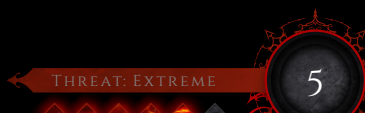
TIER 3: CAPTAIN/MID-TIER CLASS ENEMIES

Leader of Fodder (Tier 2) enemies. More aggressive enemy variants, can command or withdraw Fodder enemies. Player's combat skill increased to dispatch. Additional mechanics required to beat. For example, weak / critical spots. Armored. Immune States. Low and higher damage output attacks. Some strategy required.



TIER 4: ULTRA/HEAVY CLASS ENEMIES

Area context enemies, Rare / Gated / Hidden or story beat driven encounters. Rare in early stages of game, more common as the game progresses. Severe punishes for players that do not play by their rules in combat. A threat on lower difficulty play-throughs. Deadly on higher difficulties. Combination of in-game mechanics, enemy specific debuffs and enemy specific mechanics to beat.



TIER 5: MINI-BOSS/SUPER HEAVY CLASS ENEMIES

Unique per-realm and encounter. Usually tied to a key narrative story beat, a specific item acquisition, a specific area to overcome, or a specific ability to master once introduced to the player. Usually situated in gated key areas and closing chapters within worlds. A unique challenge to overcome. Can be main cast characters, or have multi-states / stages of combat encounter to defeat.



TIER 6: MAJOR BOSS CLASS ENEMY

Highest level threat to a player. Deadly. A confrontation and battle experience that requires mechanic application introduced in that specific world. Positioned at the very end of a world, and must be beaten in order to progress. Severe punishes, one-hit kills, unique "VS. Player" mechanics, environmental hazards, platforming elements and/or challenging combat mechanics are all on the table. Climactic, multi-stage battle, that increases in difficulty as the enemy nears defeat. Major bosses are usually main cast characters, key cast characters and characters of significant story consequence.

ENEMY ATTACKS • DESIGN NOTES

The following behaviors and actions form the core foundations in the attacks Alice will face by her enemies in combat. Besides what is outlined here, **all enemies will also require fine-tuning and balancing in potential development.** In addition; standard movement, evasion, prone states, knockdown states, death states, damage states, taunts and idle animations are required with enemy units where applicable.

MELEE

Enemy will attack Alice with close-range or hand-to-hand combat techniques. Common attacks include spear/staff attacks, simple weapon attacks, or swipes of claws. Parrying, dodging and counter-attacks are viable options for dealing with melee based attacks.

CORRUPT

Corrupt enemies are Shadow/Chaos infused enemies that have a chance to apply a "corrupted" state to Alice, which causes a drain of health over time effect. It can be stopped by healing, or by killing the creature that inflicted the state. If Alice is killed by a corrupted effect, it will trigger a gruesome death transformation as she erupts into a fresh Shadow/Chaos creature. Lower difficulties have a lower chance of the state triggering, whereas higher difficulties have a higher chance.

SWARM

Enemies have a chance of alerting others of their same kind during combat, bringing them into the fight. A common trait in smaller, lesser enemies that pose little to no threat on their own, but can be deadly in packs. Uncommon behavior on easy difficulties, much more common behavior on harder difficulties.

RANGED

Ranged attacks mean the enemy will attack Alice from afar with ranged weaponry, or projectile attacks. Most ranged attacks can be dodged, and some can be reflected with well-timed attacks or parries.

INFECT

Enemies capable of inflicting an "Infected" state slow, weaken and disorientate Alice for a short while when the poisonous attack strikes true. Lower difficulties lessen the chances of the Infected state taking hold, and the duration of the infected state are less deadly when initiated. Higher difficulties increase the chances, potency and duration of the infected state when initiated.

GUARD CRUSH

Guard Crush is not an offensive attack, but a defensive state for the enemy. This is common with an armored enemy, or an enemy that assumes a defensive stance that must be broken in order to damage them. An enemy's Guarded State can be broken with the Hobby Horse, or other suitable heavy attacks in Alice's arsenal.

SUMMONER

An enemy Summoner is able to conjure lower-tiered enemies to assist them in battle. Most enemies (with rare exception) can only summon enemies lesser in power than themselves.

STEALTH

Lurking and striking from the shadows, enemies that are capable of stealth are masters of camouflage, hiding, illusion and trickery.

TELL-TALE

Enemies of the tell-tale variety are recognized by a tell-tale sound that distinguishes them clearly from other enemies. If they are around, Alice would be wise to remain alert. Most tell-tale enemies require a specific strategy in order to be evaded, or overcome in combat.

IMMUNE

Immune enemies are protected from conventional means of damage. In order to kill or damage Immune enemies, specific criteria must be met in combat. Damaging floors in order to plummet an immune enemy to their death, and trapping or incapacitating immune enemies are all viable options to overcome them.

SHADOW STEP

Shadow Step is a short-range teleport movement that allows a combatant to travel freely and quickly through cast shadows. Sinking in one area of shadow, they can reappear quickly in other shadows, or hide in the darkness for a short duration. An enemy that is capable of Shadow Step can only perform the action in darkness. Light sources prevent and block a Shadow Stepping enemy's travel path.

BITE

Enemies that can inflict a bite can cause large damage in a single attack, and also hold Alice prone as they chew on her. Alice will need to struggle and escape the clenches of a jaw in order to escape the attack. If Alice dies from a Bite Attack, she will either be swallowed or torn apart in the foe's jaws.

GIANT

Giant enemies are much larger in size than the usual combatants Alice faces. Giant enemies are unique in their attacks, and take much more damage and strategy to bring them down.

HAZARD

Enemies of this kind create environmental hazards in the wakes of their attacks on the battlefield. Some will also lay deadly traps for Alice to stumble into.

FLYING

Flying enemies are highly evasive and can ambush Alice from the skies. Most flying enemies are high-priority targets. Flying enemies can be countered or struck from the skies with specific attacks, rendering them prone for an easy kill or damage phase.

TACTICAL

Tactical enemies are smarter than most, and able to reposition themselves in response to Alice's movements and attacks on the battlefield. Some can scale walls, evade Alice's attacks, or disengage Alice to hide, or buy time in order to rally more enemies to the fight.

HUNTER

A hunter is an extremely aggressive enemy. Striking fast, and unrelenting, once an enemy of this type is engaged in combat, it will not stop until either Alice or the enemy is dead. If Alice tries to run away or evade a hunter, it will pursue.

REPAIR

An enemy that is capable of repair is able to heal itself if left unattended after a period of uninitiated combat. If Alice strikes while the enemy is in a state of repair, the repair state will be interrupted and combat will resume.

FIRE

Enemies that are capable of fire attacks causing Area of Effect (AOE) flame that can block or restrict areas on the battlefield. If Alice sustains enough fire damage, she will catch alight and suffer massive damage until extinguished, either by healing or plunging into water.

MIRROR

Mirror enemies can create deadly reflections of themselves. Multiple, exact copies that are capable of inflicting damage and attacking Alice, but will shatter like broken glass the moment they are attacked.

SWIFT

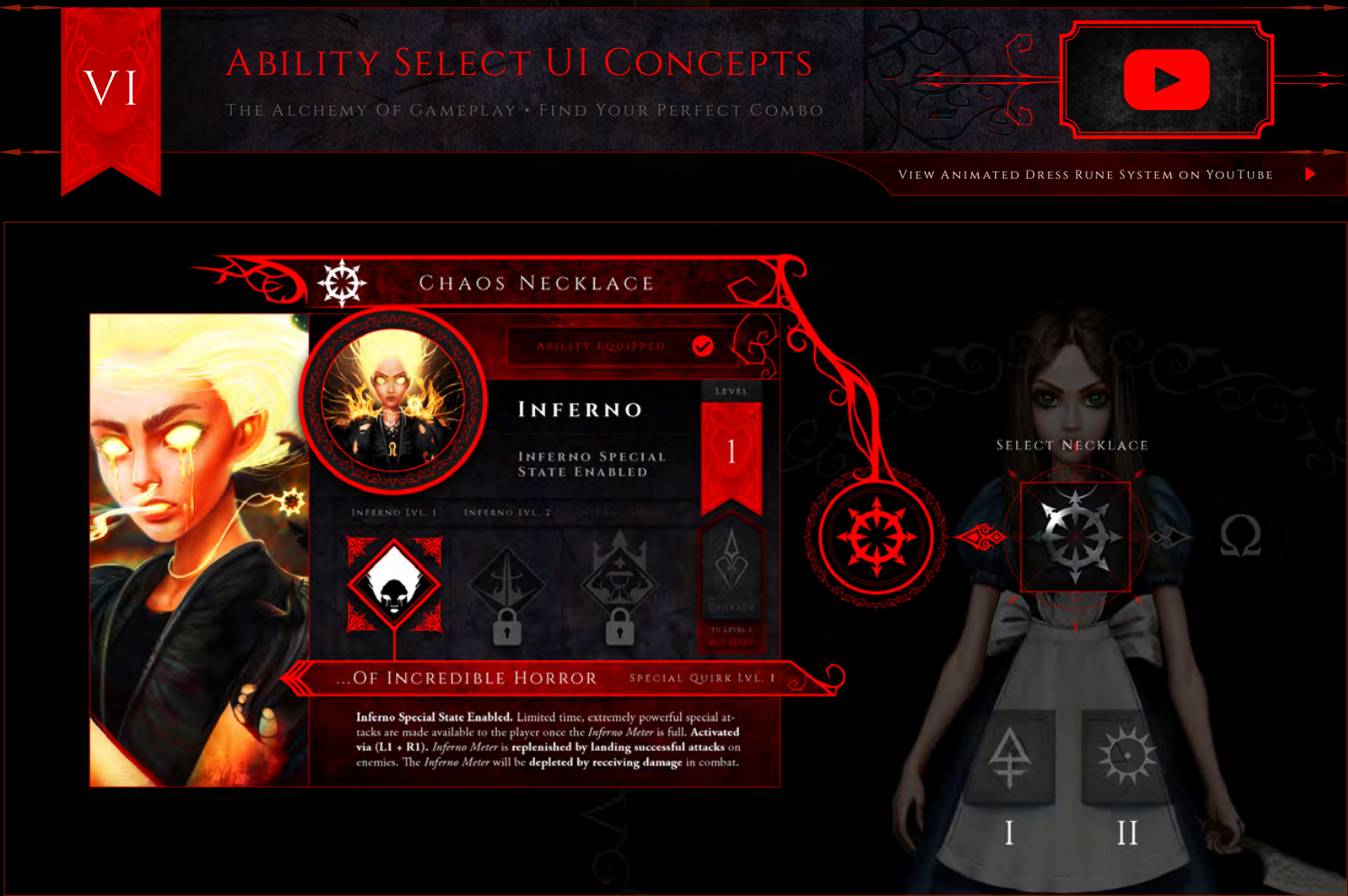
Swift enemies follow their namesake. They are exceptionally fast, and have small evasion windows, and even smaller parry chances. Swift enemies usually can dish it out, but cannot take it.

HAZARD

Enemies of this kind create environmental hazards in the wakes of their attacks on the battlefield. Some will also lay deadly traps for Alice to stumble into.

SPECIAL STATE ABILITIES • NECKLACE SELECT

• ADDING GAMEPLAY FUNCTION TO ALICE'S ICONIC AESTHETIC • MIX & MATCH ALICE'S ABILITIES - PLAY YOUR WAY •



EARLY UI MOCK-UP • NECKLACE SELECT CONCEPT

ALICE'S PASSIVE ABILITIES • DRESS RUNE SYSTEM

• ADDING GAMEPLAY FUNCTION TO ALICE'S ICONIC AESTHETIC • MIX & MATCH ALICE'S ABILITIES - PLAY YOUR WAY •



EARLY UI MOCK-UP • ALCHEMY • DRESS RUNE SYSTEM SELECT CONCEPT

CHAOS & INFERNO NECKLACES

SPECIAL MODES

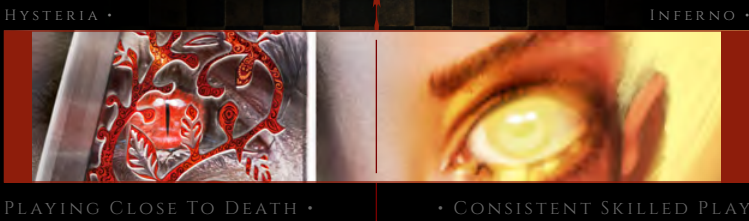
In *Alice: Madness Returns* (2011), one of Alice's most iconic new abilities was the **Hysteria Mode**. Functioning as a **massive damage increase and attack buff** when the player was **near death**, this special mechanic helped keep Alice in the battle if the player was struggling in combat.

However, if the player was skilled, **Hysteria Mode**, (one of Alice's most rewarding and fun abilities) **could potentially be missed** in an entire play-through.

In *Alice: Asylum*, the intent is to **reward and maintain incentive for the player at both ends of the spectrum of gameplay** (near death & consistent skilled play.)

By collecting necklaces, Hysteria remains as a special "death save" mechanic, but a new ability, **Inferno Mode** is now available to reward consistently skilled players.

Please Note: Detailed information on each special mode is ahead in the Design Bible.



PLAYING CLOSE TO DEATH • CONSISTENT SKILLED PLAY



HYSTERIA
SPECIAL STATE • DEATH SAVE



INFERNO
SPECIAL STATE • SUPER MOVES

ALCHEMY • DRESS RUNE SYSTEM

PASSIVE ABILITIES & BUFFS

A key component of Alice's visual identity throughout the series are the **Alchemical & Astrological** symbols that consistently appear on her dress pockets.

In previous games, these glyphs have served as symbolism to enhance the narrative, or purely for aesthetic purposes.

For *Alice: Asylum*, these symbols are considered for **function, purpose and practical gameplay application**.

By discovering, unlocking and equipping these dress runes, Alice's abilities are **enhanced or altered**, allowing for much deeper gameplay options and custom "builds" for the player.



1
LOCATE
SECRET AREA



2
FIGHT & DEFEAT
ENEMY WITHIN



3
UNLOCK
DRESS RUNE



4
EQUIP & USE
DRESS RUNE ABILITY

POSSIBLE ALCHEMY RUNES TO FIND & COLLECT IN GAME • 12 / 12



FINDING SECRET AREAS & UNLOCKING DRESS RUNES

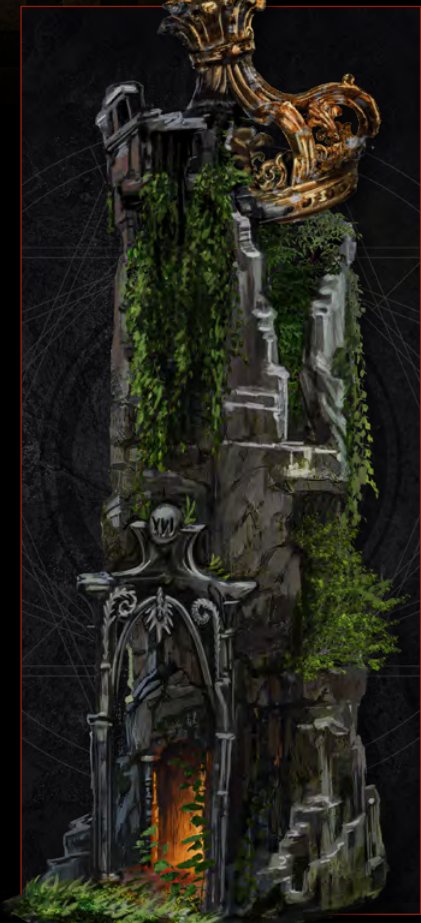
• CURIUSER & CURIUSER... • MIX & MATCH ALICE'S ABILITIES - PLAY YOUR WAY •

CURIOSITY + DISCOVERY

OPENING SECRET AREA GATES

Throughout Alice's Wonderland lie many hidden secret areas, puzzles, mechanics and riddles. Rewarding player curiosity is core to the *Alice: Asylum* experience. One of these key concepts is to hide Alice's passive special abilities in hidden areas off the beaten path, as encouragement to explore. These hidden doors open after completing matching nearby sequence puzzles, shooting puzzles or after special encounters and criteria are met in-game. Unlock the gate. Fight & Defeat the special enemy within. Claim your prize.


SECRET AREA • COMBAT ARENA LEVEL CONCEPT



The ethereal level design for the secret areas are designed to represent a suitable home for the **Alchemy & Astrology Runes** Alice can collect. Mysterious and arcane, the unique possibilities of what Alice can uncover will always come at a steep cost. Alice will have to fight hard & smart to claim the secrets within for herself.

ALCHEMY • DRESS RUNE ABILITY CONCEPTS I

• DRESS RUNE ABILITY OUTLINES & INITIAL CONCEPTS •



DRESS RUNE #1 - MELEE / CROWD CONTROL / SUPER ATTACK BUFF

SULFUR • BURNING FURY MELEE ATTACKS

01

DESCRIPTION & ABILITY OUTLINE:

Enemies knocked down by strong attacks have a chance to form an AOE (Area of Effect) fire impact that damages the enemy hit, and other enemies around them. Leveling up the perk increases the chance of occurrence, range, and damage sustained by the enemy by the AOE explosion. Fully upgrading the rune unlocks the "Burning Fury" perk, which slowly, but steadily increases the **Inferno Super State Bar** over time, and adds the chance of fire AOE attacks to **Hysteria Mode Attacks** and **Inferno Mode Attacks**.

UPGRADE NOTES:

Can be upgraded. 3x Tiers.


Higher tiers, increased chance and effect to AOE knockdown attacks. Tier 3 full unlock adds additional fire damage properties to Super State heavy attacks, and slowly recharges Inferno Mode Super Bar over time.



ENEMY TO DEFEAT • FLAME DEMON



SULFUR • AOE KNOCKDOWN EXPLOSION CONCEPT



DRESS RUNE #2 - MELEE / STUN / DPS ATTACK BUFF

AQUA FORTIS • WEeping BLADE MELEE ATTACKS

02

DESCRIPTION & ABILITY OUTLINE:

While attacking with the Vorpall Blade, rapid successful hits and knockdowns of the Vorpall Blade have a chance to apply a debuff, or "weakened" state to the enemy. Upon being "weakened", the enemy's damage is lower and the enemy stuns are much longer. Once rune is fully unlocked, the "Weeping Blade" perk is available. Knockdowns and stuns will apply a "Poison Tears" debuff, that causes a **Damage over Time** effect on the enemy while stunned or weakened. While using this rune, Alice is more susceptible to damage, taking a 15% damage increase from all sources.

UPGRADE NOTES:

Can be upgraded. 3x Tiers.

Higher tiers, increased effect on duration of stun, and weaken effect on enemy.

"Weeping Blade" perk unlocked once rune is fully upgraded. Adds **Damage over Time** to stunned and weakened enemies.




ENEMY TO DEFEAT • THE CRONE



AQUA FORTIS • WEeping BLADE/POISON TEARS CONCEPT

ALCHEMY • DRESS RUNE ABILITY CONCEPTS II

• DRESS RUNE ABILITY OUTLINES & INITIAL CONCEPTS •



DRESS RUNE #3 - MOVEMENT / PLATFORMING BUFF

LITHIUM • AIRBORNE MOBILITY INCREASE

DESCRIPTION & ABILITY OUTLINE:

Improves Double Jump and In-Air Mobility Speed.
Ledge Grabs trigger faster and easier, Alice gains a larger room for error in platforming sections. Hovering time after double-jump is also improved.
Fully upgraded tier unlocks "Angel of Death" of perk.
Grants enhanced combat & evasive options with ranged weapons while airborne and while jumping/hovering.

UPGRADE NOTES:

Can be upgraded.
Hang time increased level 1 + level 2.
Fully upgraded Tier 3 allows for "Angel of Death" perk to be unlocked.
Allows ADS (aiming down sights) in air with ranged weapons for limited time while hovering.

ENEMY TO DEFEAT • SKY WRAITH



LITHIUM • ANGEL OF DEATH / IN-AIR HOVER ABILITY





DRESS RUNE #4 - DEFENSE / OFFENCE BUFF

IRON • LESS DAMAGE & RICOCHET CHANCE

DESCRIPTION & ABILITY OUTLINE:

Overall Defense Improvement. 10% Less Damage from All Sources.
Damage resistance increases per level, up to a maximum of 30%.
While Alice is using this rune, there is a small chance ranged attacks that connect with Alice will **ricochet**. Once triggered, **Ricocheting Shots** will rebound back at the original target at double speed, inflicting no damage on Alice and **inflicting double-damage** upon connecting with the original assailant.

UPGRADE NOTES:

Can be upgraded.
3x Tiers.
Higher tiers, increased effect.
Tier 1 = 10% damage resistance.
Tier 2 = 20% damage resistance.
Tier 3 = 30% damage resistance.

ENEMY TO DEFEAT • IRON GOLEM




IRON • RICOCHET CHANCE • DEFENSE INCREASE



ALCHEMY • DRESS RUNE ABILITY CONCEPTS III

• DRESS RUNE ABILITY OUTLINES & INITIAL CONCEPTS •



DRESS RUNE #5 - MELEE / RANGED / DPS ATTACK BUFF

JUPITER (TIN) • CORROSION & DISINTEGRATION

DESCRIPTION & ABILITY OUTLINE:

Overall Increased DPS. Successful Critical Hits have a chance to apply a "Corrosion" effect to the enemy.
Once effect is triggered, target enemy will suffer a "Damage Over Time" debuff effect for a set amount of time. If enemy is killed by the "Corrosion" debuff, "Corrosion" has a chance of applying to another close-by enemy in range. Effect ceases if enemy is not killed by "Corrosion" effect. In turn, Alice herself is more fragile. *Player takes 20% more damage while this rune is applied.*

UPGRADE NOTES:


Can be upgraded.
3x Tiers.
As tier is increased, "Corrosion" damage, area of spread and effect over time is increased.
As this perk's damage is increased, so too does Alice's damage taken in combat.

ENEMY TO DEFEAT • ACIDIC ANURAN



JUPITER (TIN) • CORROSION ATTACK CONCEPT





DRESS RUNE #6 - UNIQUE CRITICAL DEATH SAVE CHANCE

SATURN (LEAD) • STATUE OF DEATH

DESCRIPTION & ABILITY OUTLINE:

Upon Health Depletion to -0%/0 HP, Alice will turn to lead, which will slow her movement speed down drastically. She will be unable to attack, but Alice will be invulnerable to all damage for a VERY limited time.
During this time, the player can try to seek health pick-ups or any +HP item, in order to survive. If Alice does not find any item, before the timer runs out, she will crumble to dust, and die. If she does replenish health, the +HP regeneration will be applied, and the death will be avoided. *Gameplay continues.*

UPGRADE NOTES:

3x Tiers. Each time health reaches 0%;
Tier 1: Chance of "Death Save" occurring is 100% on first death. 0% on subsequent deaths.
Tier 2: 100% on First Death. 50% on Second death, 0% on subsequent deaths.
Tier 3: 100% on First Death, 75% on Second Death, 50% On third Death, 0% on subsequent Deaths.

ENEMY TO DEFEAT • THE FOOL




SATURN (LEAD) • ALICE'S DEATH SAVE STATE CONCEPT



ALCHEMY • DRESS RUNE ABILITY CONCEPTS IV

• DRESS RUNE ABILITY OUTLINES & INITIAL CONCEPTS •



DRESS RUNE #7 - LONG RANGE ATTACK / SNIPER BUFF
SAGITTARIUS • THE ARCHER / ENHANCED ADS

DESCRIPTION & ABILITY OUTLINE:

When using ranged weapons, time is slowed slightly while ADS (Aiming Down Sights) allowing for more time to aim and a better chance of Critical Hits. Successful Critical Hits landed during this state have a high chance of increased damage.

While using this rune, player receives more damage if hit while ADS (Aiming Down Sights). Also, close range/melee weapons receive a slight debuff. -10% Damage Reduction on all melee attacks.

UPGRADE NOTES:

Can be upgraded.
3x Tiers.

As upgrade tier is increased, ADS slow-down time is increased. Both in duration and the amount of time slowed. Ranged Critical Damage output/input also slightly increased per upgrade level.





DRESS RUNE #8 - CLOSE RANGE ATTACK / AGGRESSIVE PLAY BUFF
CANCER • BRAWLER / ENHANCED CLOSE-RANGE

DESCRIPTION & ABILITY OUTLINE:

When in melee/close-range combat, Alice's attacks will inflict more damage. +15% base damage on all melee attacks.

In addition, enemies rapidly defeated in rapid succession with melee attacks have a higher chance of rewarding more health, ammo/mana resources than usual. Alice will receive more damage from ranged enemy attacks while using this rune. (+25% increased damage taken from ranged sources).

UPGRADE NOTES:

Can be upgraded.
3x Tiers.

Higher tiers, increased melee effects.

Tier 1 = 15% melee attack damage increase.
Tier 2 = 25% melee attack damage increase.
Tier 3 = 33% melee attack damage increase.



ALCHEMY • DRESS RUNE ABILITY CONCEPTS V

• DRESS RUNE ABILITY OUTLINES & INITIAL CONCEPTS •



DRESS RUNE #9 - COUNTER ATTACK BUFF / DAMAGE NEGATION
TAURUS • ENHANCED PARRY & STUBBORN GUARD

DESCRIPTION & ABILITY OUTLINE:


Melee counter attack window is larger, and easier to perform. Rather than having "counter-attack" opportunities occurring in 1:1 real-time, they will instead slow down slightly, to makes successful countering during the window easier. Once fully unlocked/upgraded, Alice will also gain the passive ability "Stubborn Guard". After every hit Alice receives, a stacking 10% chance will be applied, that once triggered, will negate all damage from next incoming blow. Stubborn Guard chance increases with each hit, and resets every time triggered.

UPGRADE NOTES:

Can be upgraded.
3x Tiers.

Tier 1: Parry window larger & slows slightly.
Tier 2: Parry window larger & slows moderately.
Tier 3: Parry window largest & slows drastically. Stacking 10% chance of damage negation each hit taken. Resets each time Stubborn Guard triggered.





DRESS RUNE #10 - SURVIVABILITY & PICK-UP RANGE BUFF
SUN • HEALTH REGENERATION "RADIANCE"

DESCRIPTION & ABILITY OUTLINE:

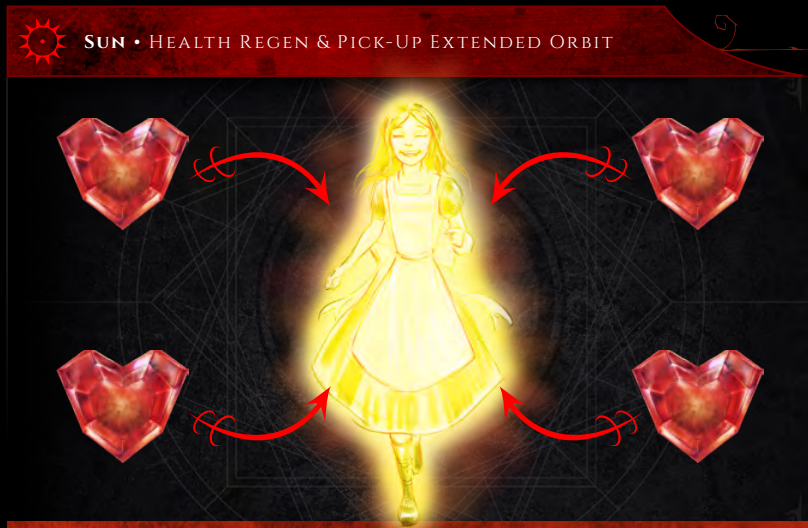
Cannot be selected if Moon Rune is active. All Health Pickups are buffed by 20%. In addition, all pickups will "home in" to the player within a certain proximity. Allowing for faster and easier retrieval of items and pickups in the heat of battle once spawned.

Once fully unlocked/upgraded, the Passive Buff "Radiance" will be made available. Alice will steadily recharge health over time if she is not freshly damaged or engaged in fresh combat.

UPGRADE NOTES:


Can be upgraded.
3x Tiers.

As tier increases, distance for "Orbit" of items increases. Once fully unlocked, passive perk "Radiance" is made available. Health will recharge steadily over time provided the player is not hit again, nor engaged in combat.



ALCHEMY • DRESS RUNE ABILITY CONCEPTS VI

• DRESS RUNE ABILITY OUTLINES & INITIAL CONCEPTS •



DRESS RUNE #11 - BLOODSHED HEALTH REGENERATION BUFF

MOON (LUNA) • DARKNESS REIGNS

DESCRIPTION & ABILITY OUTLINE:

Cannot be selected if Sun Rune is active. "Darkness Reigns" Perk Activated. Health Pickups are negated. Picking up Health items will damage player, instead of heal. Health is now recovered only by Damaging and Killing enemies. A percentage of damage inflicted will be restored to the player as +HP. Upgrading the rune increases health restored by attacking, but also the damage taken by collecting Health Items. Fully upgraded rune activates the "Blood Harvest" ability which, offers a chance to restore full health on killing enemies.

UPGRADE NOTES:

Can be upgraded.
3x Tiers.


As tier is increased, % of health restored will be increased. Once fully unlocked the "Blood Harvest" Perk will be available. At random, killed enemies will restore Alice to full health. Effect is rare, but possible.

ENEMY TO DEFEAT • PHOBOS ANOMALY



MOON • HARVEST HEALTH REGENERATION





DRESS RUNE #12 - CLASS CANNON PERK

GEMINI • DUALITY / DOUBLE DAMAGE

DESCRIPTION & ABILITY OUTLINE:

Duality Perk activated. Damage inflicted by Alice is doubled. Damage taken by Alice is also doubled. All other status effects by active runes used in conjunction with this rune are added to the equation. Ramps up the stakes across the board for intense gameplay. Punishes for failing are brutal. Carnage inflicted by Alice is insane. *Become sharper at the cost of becoming brittle.*

UPGRADE NOTES:

Can be upgraded.
3x Tiers.

Higher tiers, increased damage effects.

Tier 1 = 100% overall damage increase.
Tier 2 = 150% overall damage increase.
Tier 3 = 200% overall damage increase.

ENEMY TO DEFEAT • SPECULUM DOLLS



GEMINI • DUAL ATTACK & DAMAGE TAKEN INCREASE



PICK-UPS, ITEMS & RESOURCES

• CLASSIC GAMEPLAY MECHANICS • UPDATED FOR A MODERN GAMEPLAY EXPERIENCE •

HEALTH REGENERATION ITEM CONCEPTS



SMALL
(+1HP)



MEDIUM
(+10HP)



LARGE
(+30HP)



FULL
(MAX HP)



OVERFLOW
(+100HP)

VARIOUS AMMUNITION ITEM CONCEPTS



CROQUET



CARDS



TEA



PEPPERCORNS



FROST + ICICLES



ASTRAL CHART

LIMITED TIME USE & SPECIAL ITEM CONCEPTS

INFERNO SKULLS
(SUPER METER BOOSTS)



RAGE BOX
(QUAD DAMAGE)



RAGE MODE • QUAD DAMAGE ENABLED



MERCURY JACK STORM
(INVINCIBILITY)



DEAD TIME WATCH
(SLOW TIME)



ITEM DESIGN NOTES:

Once collected; a swarm of Mercury Jacks orbit around Alice, negating all damage taken and causing massive damage on close enemies.

ITEM DESIGN NOTES:

Once collected; in-game time will slow to a near freeze, and Alice will still move freely. Enemies, stage hazards and platforms all slow considerably for a limited time.

CLASSIC DRESS RAGE



DENIAL DRESS RAGE





SECTION

III



THE COMPLETE NARRATIVE
& GAMEPLAY EXPERIENCE



MYSTERIOUS
STUDIOS



0.1

GAME OPENING • TUTORIAL

NEW LEVEL



THE SLUMBER

RESISTANCE • SLUMBER ENCOUNTER #1

[SONATA NO. 14 "MOONLIGHT" IN C-SHARP MINOR, OP. 27 NO. 2 I. ADAGIO SOTENUTO (BEETHOVEN)]

Alice opens her eyes, she is alone.

We **PLAY** as a frightened 13-year-old Alice running through a moonlit, snow-covered English garden. This is **The Slumber**, a manifestation of Alice's childhood memories. It serves as the **First Tutorial for Basic Movement** - walking, running, climbing, and jumping.



ALICE

"This nightmare is always the same. I cannot run fast enough. I cannot escape. Something is always watching me..."

"Hunting me..."



A **cut scene** plays after completing the Basic Tutorial area, revealing **The Moon** looming over Alice's shoulder.

There's something very odd about its size and form. *The Moon then turns to reveal a menacing face.* Eyes locked on Alice, it howls and pursues her. We **PLAY** As it draws nearer it sings an **ominous lullaby**. The tune, once heard, forces forest creatures to slump to the ground. Alice is unsure if they are dead or sleeping. **She runs.**



ALICE

"The Moon. No matter where I run. Where I hide. It finds me. Its song ends my escape. I fall under its spell..."



SOFT GATED AREA
ESCAPE THE PURSUING MOON



ALICE

"And when I wake? This horrible show starts all over again. Back into the spotlight. Back on the stage. I always have my part to play..."

"No more. I must escape."

Alice trips and falls to the ground, tangled on a branch in the snow. She rises to her feet, and looks determined.

We **PLAY** as Alice runs for her life. *Running, jumping, climbing, and swinging to escape.*

Alice runs until she finds sanctuary inside her childhood home: **The Liddell House**. Oddly silent except the **tick-tock of a large grandfather clock**.



Within, Alice encounters her burnt and twisted family. They sit around a macabre table set for Alice's birthday, wearing rabbit masks. There's a black cake on the table. Its a writhing mass of black tentacles with burning human figures as candles. As the candles melt, so does Alice's family around the table. A gooey mix of wax, flesh and blood drips down their faces, and onto the floor. The music echoes hints of "Happy Birthday" while Alice's family shoves the disgusting cake into the mouth holes of their masks as they burn.

Alice once again re-lives the horror of their deaths in the fire that consumed their home. *They chant at her; "IT'S ALL YOUR FAULT!"*

THE CAKE



ALICE

"My family. The only way I can remember them. Over and over I see the night of the fire. That fire. And the death of everything I ever loved. How long must I repeat this endless torture? How long will I be kept here?"



A MYSTERIOUS VOICE ECHOES

"Until, you have learned..."

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

0.1 THE SLUMBER - GAME OPENING • TUTORIAL

Artwork • LEFT PAGE: Adam Narozanski. RIGHT PAGE - Top • Alice's Family Burns: Joey Zeng. "It's All Your Fault" Typography: Alex Crowley. Bottom Left • Cake Design: Joey Zeng.



A cut scene plays, as a violent earthquake shakes the house. Pictures fall and glass shatters on the floor. *The sound is like a roaring train and then...*

Alice SCREAMS...

And everything stops.



Alice abruptly comes face-to-face with **The Caterpillar** sat atop his gigantic mushroom. *He is The Voice guiding her through her memory.* Smoke billowing from his hookah, the world around Alice *wafs and morphs* to match his riddled words. He speaks;



CATERPILLAR

1. "It appears you're late, once again Alice... and to your own party no less."
3. "There is a truth in your suffering."

ALICE

2. "I'm not late. I'm lost. I have no choice in this nightmare! I have lost count of the times I've seen their burning faces and heard their screams..."



Caterpillar exhales another plume of smoke.

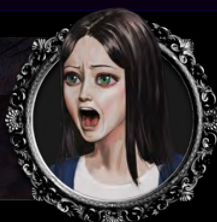


CATERPILLAR

4. "There is still much for you to learn."
6. "A pity you show no interest in understanding your own shadows, Alice."

ALICE

5. "I don't want to learn! I want to escape this dreadful place!"



The world and Caterpillar fade away into **complete darkness**.



CATERPILLAR

"For they have a keen interest in you."

Alice is now alone, save for a single, **ornate looking-glass**. Standing well over her head, the mirror's beautiful frame is sharp and sinister.

We **PLAY** as Alice slowly approaches, then faces her own reflection. Alice suddenly glimpses a terrifying **Shadow Creature**, both shapeless and jagged, staring back at her from behind the darkened looking glass.



SHADOW CREATURE

"There you are, Little Girl. Finally, I've found you."

The words drip with malice. Alice and *The Shadow* examine one another. A perfect mimic. *The Shadow* continues;



SHADOW CREATURE

"Blissfully unaware. How pleasant it must be... To be trapped in the calm beneath the waves... As the storms rage above..."

As Alice outstretches her hand to meet the clawed hand in the dark mirror, *The Shadow Creature suddenly breaks through the Looking Glass*, shattering the mirror into a thousand pieces. As jagged glass tumbles in the darkness, Alice flails around to defend herself, suffering hundreds of cuts.

Just as a large shard of glass is about to pierce Alice's heart, she reaches out and grabs it. Suffocating smoke and embers engulf the girl.

Alice turns the shard over in her hand and it transforms into a beautiful **Crystal Vorpall Blade**, her own blood dripping across its edge. She is transfixed by the blade, and runs her finger along its sharp edge.



VORPAL BLADE ACQUIRED

CORE MELEE COMBAT WEAPON • SNICKER SNACK



NEW WEAPON



HARD GATED AREA



VORPAL BLADE
BASIC COMBAT TRAINING

Her reverie is broken as Alice is set upon by ghoulish, faceless manifestations of the Shadow. Alice lunges and slashes at the endless nightmares, as they quickly swarm towards her.

This serves as a basic opening tutorial for combat with the Vorpal Blade, until the player is quickly over-run.

SHADOW MANIFESTS

NEW ENEMY

THREAT: MODERATE

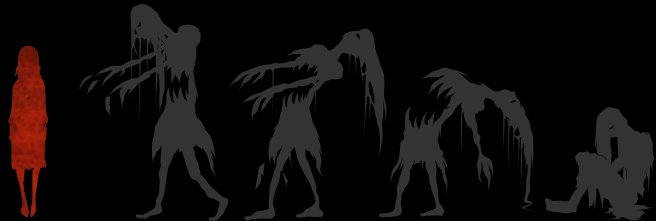
2

SWARM

MELEE

BITE

DEFEAT SHADOW MANIFESTS IN COMBAT



- CHAPTER END -



CHAPTER SUMMARY

LEVEL
0.1

GAME OPENING • TUTORIAL

THE SLUMBER

RESISTANCE • SLUMBER ENCOUNTER #1

ALICE'S APPEARANCE MOTH DRESS



Lost in a world of darkness, Alice is drawn to the truth like a moth to the flame. Fanned by the fires of her curiosity, the Moth Dress is a representation of both the fragility of Alice's sanity, and how precarious her life is in such a dangerous world of nightmares.



ALICE'S INVENTORY

NECKLACES • 0 / 2

KEY ITEMS • 0 / 3

COLLECTIBLES • 0 / 5

WEAPONS COLLECTED • 1 / 12

ALCHEMY RUNES COLLECTED • 0 / 12



SLUMBER REALM

EXPANDED WORLD LORE

A mysterious, dream-like realm of shadows. A visceral blend of memory, darkness, familiar comforts and fear. Erratic and dangerous, the landscape can morph in an instant.

Nothing is quite what it seems here. The gateways between sanity and madness blur, as the shells of what was haunt and pursue Alice. Alice may unearth glimmers of truth in confronting her nightmares in this realm. Though it might appear futile, Alice knows she must escape.

The only way out is through.



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

VORPAL BLADE

PRIMARY
CORE COMBAT
MELEE WEAPON



WEAPON LORE

Swift, keen and always ready for service. A mysterious relic borne from the splinters of shadow, the *Vorpall Blade* is a weapon of razor sharp logic, cutting reason and untethered fury.

When facing trials and tribulations Alice's has no answer for, the Vorpall blade allows her to carve out a simpler, bloodier solution to her problems.

WEAPON QUIRK



SHADOW SIGHT

This weapon will instinctively guide Alice if she is lost and will light her way in dark areas.

UNLOCKABLE QUIRK



FIRE WITHIN

Attacking with this weapon builds Inferno meter when equipped and unlocked.

I.



SIGNATURE ATTACK

SNICKER-SNACK

Grasping the blade at its hilt, Alice is able to **slice and dice** her enemies with the ferocious precision of a manic surgeon.

Combos, juggles, counter-attacks and parrying are all part of the Vorpall Blades bag of tricks.

New **combos, moves, upgrades and weapon unlocks** will be made progressively available.



ATTACK RESOURCE

Unlimited. Primary Melee Vorpall Blade Attacks are always available to player.

II.



ALTERNATE ATTACK

THROWING KNIFE

Hurling the blade at her foes, the Vorpall Blade will strike true from afar, and can be returned to Alice's hand at her request.

A weaker, but always ready ranged attack, the blade will remain **unusable** until it reappears back to Alice's hand, leaving her vulnerable. This is a **riskier** attack but can save Alice in dire situations.



ATTACK RESOURCE

Unlimited. Ranged Attack is 1 **Shot Only** and placed on **Cool down Timer** after use.



VORPAL BLADE

UPGRADE DESIGN NOTES & CONCEPTS



Snickers Snack - Unlockable New Combos and Attack Inputs.



Throwing Knife - Return & Catch Time Increase. Lower the re-spawn time for the Vorpall Blade after being thrown.



Throwing Knife - Critical Hit Damage Increase. Increase damage with Critical Hits on Throwing Knife attacks.





SOFT GATED AREA

SING ALICE • DANCE ALICE!

LEVEL I • ACT I

NEW LEVEL



1.1

THE GREATEST SHOW

DENIAL REALM • CARNIVAL OF FOOLS

THE FOLLOWING IS THE FIRST PART OF A MUSICAL SEQUENCE SUNG BY A FULL CAST OF CHARACTERS



MOCK TURTLE (SINGING)

"The show is starting! We must not be late!"

A quick cut scene plays. Alice opens her eyes to watch as Mock Turtle pulls a giant lever ejecting her from bed and into a **bright yellow dress**.

Makeup is plastered onto her face by autonomous arms - an enormously wide smile. A mechanical hand shoves her towards a giant slide where a **White Rabbit Doll** is preparing to jump. He glances at a very confused Alice, and he beckons her to follow.

A *"4564 Days of Show"* sign dangles precariously over the slide entrance. As Alice looks at the sign, it ticks over to *"4565"*.



With a sharp shove, we **PLAY** as a disorientated Alice begins her descent down the Slide after the White Rabbit.

The gleeful Mock Turtle follows closely behind as we weave through twists and turns hurtling towards the ground. All around is a surreal, bright and garish **Circus World** of tents, rides, carnivals, animals, performers... *as far as the eye can see*. Mock Turtle **SINGS** as The Music plays. *His lyrics explain:*

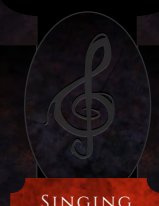


- FOLLOW ME -



MOCK TURTLE (SINGING)

"It's a new day, a new show; we must not miss our mark, we can not forget our lines; the Tweedles may be half'Dum but they view these things as crimes."



ALICE (SINGING)

"But I don't want to play your games, I don't want to say your lines. If being here requires those things then I'd prefer to commit the crimes."

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

1.1 DENIAL REALM - THE GREATEST SHOW • CARNIVAL OF FOOLS

Artwork • LEFT PAGE - Denial: Omri Koresh. RIGHT PAGE - Alice's Sky Cell, Circus Landscapes: Omri Koresh. Rabbit Doll Artwork: Joey Zeng.



As Alice sings this line, her gaze is met by **two massive balloons in the sky**. Blocking out the sun, they twist lazily in the air, revealing themselves to be a horrid, misshapen representation of the **Tweedles, Dee and Dum**. A caricature of the pair of hideously shaped Brothers, clad in a gaudy mixture of red, black and white. *The inanimate gaze of the Balloons look back at Alice, and they cloak her in shadow.*

We **PLAY** as Alice lands at the base of the slide with a graceless thump. With no time to rest, what follows is a sequence where Alice is alternately pushed and pulled through *The Circus Realm* with **Rabbit** leading the way. **Mock Turtle** pleads with her to **hit her marks and say her lines**.

The sequence is split into “**On Track**” and “**Off Track**” areas.



On Track: there are full lyrical and theatrical sequences playing as we’re pushed along.



Off Track: the lyrics take a rest and *The Music fades* to a background beat allowing for moments of free exploration.

While exploring, Alice witnesses **The Moon** still in the sky. It’s unblinking gaze watches the circus world like a sentinel.

This Gameplay section serves as a ***Tutorial for Movement***; walking, running, climbing, and jumping. It also adds ledge grabs, swinging, double jumps, and dress gliding.

Key Points delivered as exposition in the lyrics:

1. Alice is a **prisoner** of The Circus.
2. The Moon makes escape **impossible**.
3. Alice should **just give up** and enjoy The Show.
4. Alice **hates it here**.



At one point the Rabbit hops off track and waves Alice towards a **Fortune Teller's Tent**. *It is shrouded in shadows. The Music fades.*



ALICE

"This is new..."



A cut scene plays as Alice enters the tent. *Upon entering, the Fortune teller doesn't look up.*

We **PLAY** Alice and her Rabbit examine hundreds of trinkets and glistening fortune teller's globes, all precariously balancing on rickety, uneven shelves. **Many globes are cracked, some are burnt, damaged, or full of what appears to be thick oil. Some are bracken or bloodied.** Within each globe appears to have *stars or tiny specs of white lazily drifting about.* The fortune-teller pointedly continues;

FORTUNE-TELLER

"I've always been here, my dear. You just never bothered to notice. It appears this time, you have allowed yourself a chance to see... Something else..."



FORTUNE-TELLER

"Encounters with Chaos force change. For better or worse..."



Alice accidentally knocks a globe onto the floor. **It smashes.** *She quickly retorts;*



ALICE

"I'm so sorry!"

The Fortune Teller motions with her hand, and the broken crystal ball Alice had shattered reforms, and floats gently to the fortune teller's outstretched fingers. **The fractured pieces reform, creating a functioning, complete, albeit cracked orb once more.**

FORTUNE-TELLER

"...Until an understanding of that darkness, forges something new..."



FORTUNE-TELLER

"You have another chance to learn Miss Liddell. Despite all your broken pieces."



The Fortune Teller's words linger.



FORTUNE-TELLER

"Tell me; what do you seek?"



FORTUNE-TELLER

"I know. But you can never see the way. You are lost in the darkness. Your eyes want to open, but they still cannot see..."

Alice stares, tilting her head as her curiosity piques.



FORTUNE-TELLER

"I remember when you only asked for better dreams. And I was happy to oblige. But this time, your blade offers a chance to cut the threads that bind you. Time to **open your eyes...**"



A cut scene plays. The Fortune Teller motions to the crystal ball. Alice stares deeply into a crystal ball as it transforms into a **Snow Globe**. Hypnotized by the falling snow, her eyes begin to close. Right as she looks to drift off peacefully, a single gnarled finger from the Fortune Teller forcefully presses on Alice's forehead. Alice gasps in fear. **A Third Eye opens, blinking open directly in the middle of Alice's forehead. Alice's three eyes roll back into her head, revealing no pupils.**

ALICE

"To return home. To escape this place."



Her eyes are white as snow. As the Fortune Teller cackles, Alice is engulfed in dark haze. **Flames and screams.**

Alice returns to The Slumber Realm.

- CHAPTER END -



CHAPTER SUMMARY

LEVEL
1.1

LEVEL 1 • ACT 1

THE GREATEST SHOW

DENIAL REALM • CARNIVAL OF FOOLS



FRONT VIEW

REAR VIEW

ALICE'S APPEARANCE DENIAL DRESS



Lies and secrets, truth and innocence.

What is just behind the curtain? *Terrible truths.*
Only those with the courage and cunning to
match their curiosity will prevail.

ALICE'S INVENTORY

NECKLACES • 0 / 2

KEY ITEMS • 0 / 3

COLLECTIBLES • 1 / 5



MIND'S EYE
NEW

WEAPONS COLLECTED • 1 / 12



VORPAL
BLADE

ALCHEMY RUNES COLLECTED • 1 / 12



STORY INTERMISSION

0.2

THE SLUMBER

DETERMINATION • SLUMBER ENCOUNTER #2

[NOCTURNE IN C-SHARP MINOR, OP. POSTH. (CHOPIN)]



NEW ABILITY UNLOCKED



MIND'S EYE

WAY FINDING AND OBJECTIVE MARKING • OPEN YOUR EYES



Alice's sharp breaths return to normal. She reaches up with her fingers to her forehead, but finds nothing. *The eye fades to smoke at her touch.*

Alice's encounter with the Fortune Teller *unlocks basic way finding and a UI map, clearly marking Alice's way forward towards mission objectives using her intuition.*

This mind's eye is showcased to the player for training and exploration purposes. Highlighting the UI and the way finding interface, Alice must follow these beacons, eventually locating Caterpillar in the heart of Slumber.

Approaching his silhouette, Caterpillar's glowing eyes narrow in the darkness.

CATERPILLAR

"You're starting to find your way.
What do you see now Alice?"



ALICE

"I see that this is not my home.
This is a place of nightmares..."



CATERPILLAR

"Perhaps. But this time, you might be
ready see things that were not there
before. A new perspective offers a chance
for discovery into our own darkness."



CATERPILLAR

"She fears you more than you fear her."

"But you will. And you must. Your
fates are entwined far more than
you realize..."

ALICE

"You speak of Darkness. I've seen it.
The last time I was here, what was that
awful creature? **From the mirror...**"



ALICE

"Then she must fear me a great deal.
I'd rather not see her again."



Caterpillar blows a **blinding cloud of smoke.**



A short cut scene plays. The area around Alice transforms into a flurry of snowflakes. It is night and white falls from the sky above. **Alice stands in the front yard of her family home.**

ALICE

"These memories are mine, yet... I feel like
I am learning them for the first time..."



The house is sleeping and its windows are dark. A whisper, *another voice*;



???

"...Your fault..."

We **PLAY**, as Alice navigates the scene and makes her way into the house through a front door that is open to the night air.

Flashes of imagery to match the narration: The cat knocking over the oil lamp; Alice's parents frantically trying to open their bedroom door as smoke filled the corridor. **Footsteps.**

The memories flash by, and we then **PLAY**, as Alice makes her way to the second floor.

ALICE (TO HERSELF)

"I remember... This night began like any other. But it ended in chaos. Unlike anything I'd known before. I was only very young. What did I know of chaos?"



ALICE (TO HERSELF)

"My family is dead now. I know they are. Lost in the fire. At first I blamed the cat. Always knocking over the oil lamps and having nearly burned down the house at least two times prior. But, something else was wrong that night. The locked doors on the second floor. The front door wide open so that the flames could be seen raging inside."



ALICE (TO HERSELF)

"There were lamps on every floor. But we checked to ensure they were all extinguished before turning in for the night. Lizzie and I made a game of running around the house and snuffing them out."



"And no one locked their doors in our home. We had no secrets to hide... Or so I thought."



HARD GATED AREA

NAVIGATE THE LIDDELL HOUSE



Flashes of imagery to match the narration: Ghostly visages of Alice and **Elizabeth**, (*Alice's older sister*) running around excitedly to extinguish all the lamps run past the player. **A scene of a black-gloved hand turning a key in a lock flashes.**

A horned, hoofed figure shrouded in darkness, pours a trail of lamp oil down the corridor outside the family bedrooms. As Alice follows, the doors repeat endlessly. And when she turns, Alice looks back to see a never ending, looping corridor.

The figure disappears as it is approached, *two glass circles glimmer in the light.*



ALICE (TO HERSELF)

"I imagined him as a centaur. A dark figure from the story books I was read by my Mother. What significance did this monster hold for my future? I did not know."

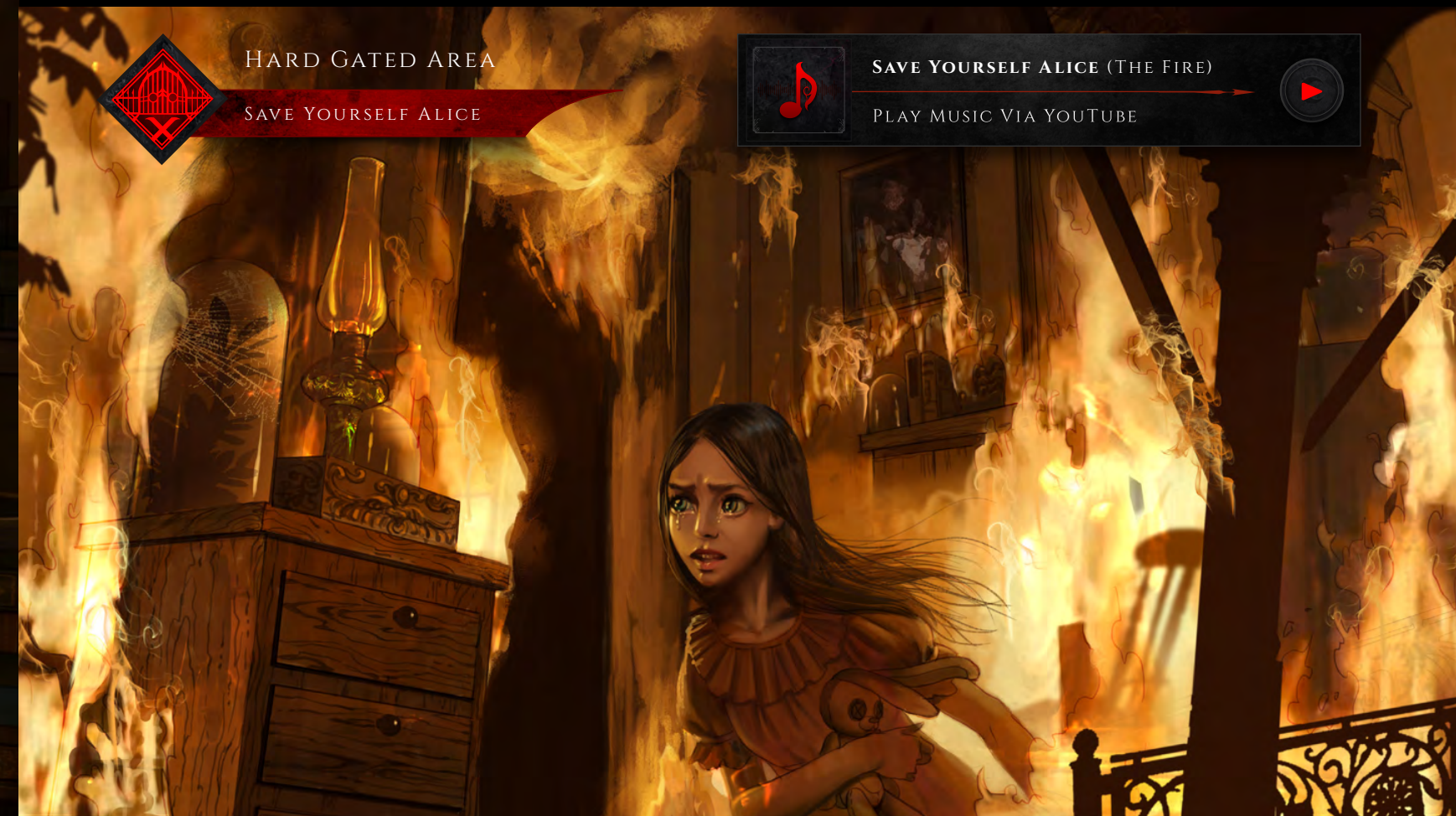
"But first... They said it was my fault."

A MYSTERIOUS WHISPER

"...Your fault..."



As the player runs down the corridor, **liquid** is heard sloshing beneath Alice's footsteps.



HARD GATED AREA

SAVE YOURSELF ALICE



SAVE YOURSELF ALICE (THE FIRE)

PLAY MUSIC VIA YOUTUBE



A *single light source* is seen in the shadows. It falls to the ground, and **lights the oil on fire.**

The sound of screaming as Alice's family is **burnt to death** echoes all around.

Opening door after door as flames chase the player, Alice will eventually find herself in her own bedroom.

We **PLAY** as the player must now re-live the escape from the house, trying to unlock the doors as Alice can hear her mother, father and sister roasting alive. Succumbing to the smoke, Alice does not save them. **Again. Alice fails to save her family.**





A CALLOUS WHISPER

“...Pathetic child. **You let them die...**”



ALICE (TO HERSELF)

“At that time, I was the monster. I felt responsible... I couldn't control my anguish, and I was caged for it.”



ALICE (TO HERSELF)

“...All your... Fault...”

The scene ends as Alice is taken away crying, and in shock, from her **smoldering ruined home**.

We **PLAY**, as a scene of Alice vacantly looking at her own reflection takes place. **The Shadow flickers across the child's face. She tells her reflection;**

She screams as she cries. Scenes of Alice lashing out, she is biting and clamoring at the orderlies who hold her down. *We hear the roar of the angry monster.* She is in a wild, uncontrollable **hysteria**, as **flashes of the Shadow merge with the face of the child.**

The scene dissolves back to Alice's audience with the Caterpillar.



CATERPILLAR

“**Only a part of you.** The monster lives within us all, Alice. But only a few can face it, much less embrace it.”

“Remove the mask, Alice. See the truth in who you are. See who you become. There is a darkness in you, in us all, that must be faced...”

ALICE

“That monster from the mirror is... **Me?**”



The world morphs again, and Alice is in Rutledge Asylum. A flurry of brutal cut scenes play as Alice is beaten, cut, starved, and slammed into the floor and walls of her cell. As her ears ring, we see Alice erupt in a vicious **HYSTERIA**. Her eyes turn pitch black.

*The scene zooms into the darkened depths of Alice's eyes as **circus music invades...***

- CHAPTER END -





SOFT GATED AREA

A FINE SHOW OF BLOOD • ESCAPE THE CIRCUS

COMBAT ARENA

LEVEL 1 • ACT 2

NEW AREA

1.2

THE BIG TOP

DENIAL REALM • CARNIVAL OF FOOLS

THE FOLLOWING IS THE SECOND PART OF A MUSICAL SEQUENCE SUNG BY A FULL CAST OF CHARACTERS

The cut scene continues after Alice arrives back in the **Fortune Teller's tent**. She is alone with her Rabbit. No Fortune Teller. Every single globe on the shelves is now in scattered, broken useless pieces. *Blood drips from the shattered orbs, nothing holds them together.*

Alice, now hyperventilating, winces as the off-kilter music pierces the air. Alice is on the verge of breaking down. She stumbles through the Circus as her vision blurs.

Alice now clearly states her goal to the Rabbit: **To escape from The Circus.**

ALICE

"We must get out of this mad place. **Now.**"




Now back in The Circus and with The Music at full volume, it is obvious Alice has had quite enough of the Circus. *Following her Intuition and Mind's Eye*, Alice walks off the predetermined path, and makes her own way forwards.

She holds her temples. Her ears ring...


A quick cut scene plays; as Alice is pushed, prodded, shoved, and bullied by Circus Performers who want Alice to; “Sing!” “Dance Alice!” “Say your lines!” “Not like that!” “No!” “Like this!” “You’re doing it WRONG!” “It’s your fault!”.

Alice is pushed to the floor, and trampled by the circus performers in a scene that mimics her savage memory in the Asylum. Alice closes her eyes, and when she re-opens them, they are dark orbs. *She screams.*



HARD GATED AREA

HYSTERIA MODE UNLOCK
ADVANCED COMBAT TRAINING



This gameplay area serves as the introduction of the **Hysteria Mechanic**. *It triggers when Alice is near death.*

A limited-time special state, Hysteria is used as an all-out attack that can be used as a last resort in dire situations. Once it wears off, depending on how much carnage Alice has wrought, her health will regenerate commensurate with her bloodshed.

We **PLAY** as Alice uses the Vorpal Blade to slice her way through the scenery and actors, carving a bloody red swathe against everything that gets in her way.

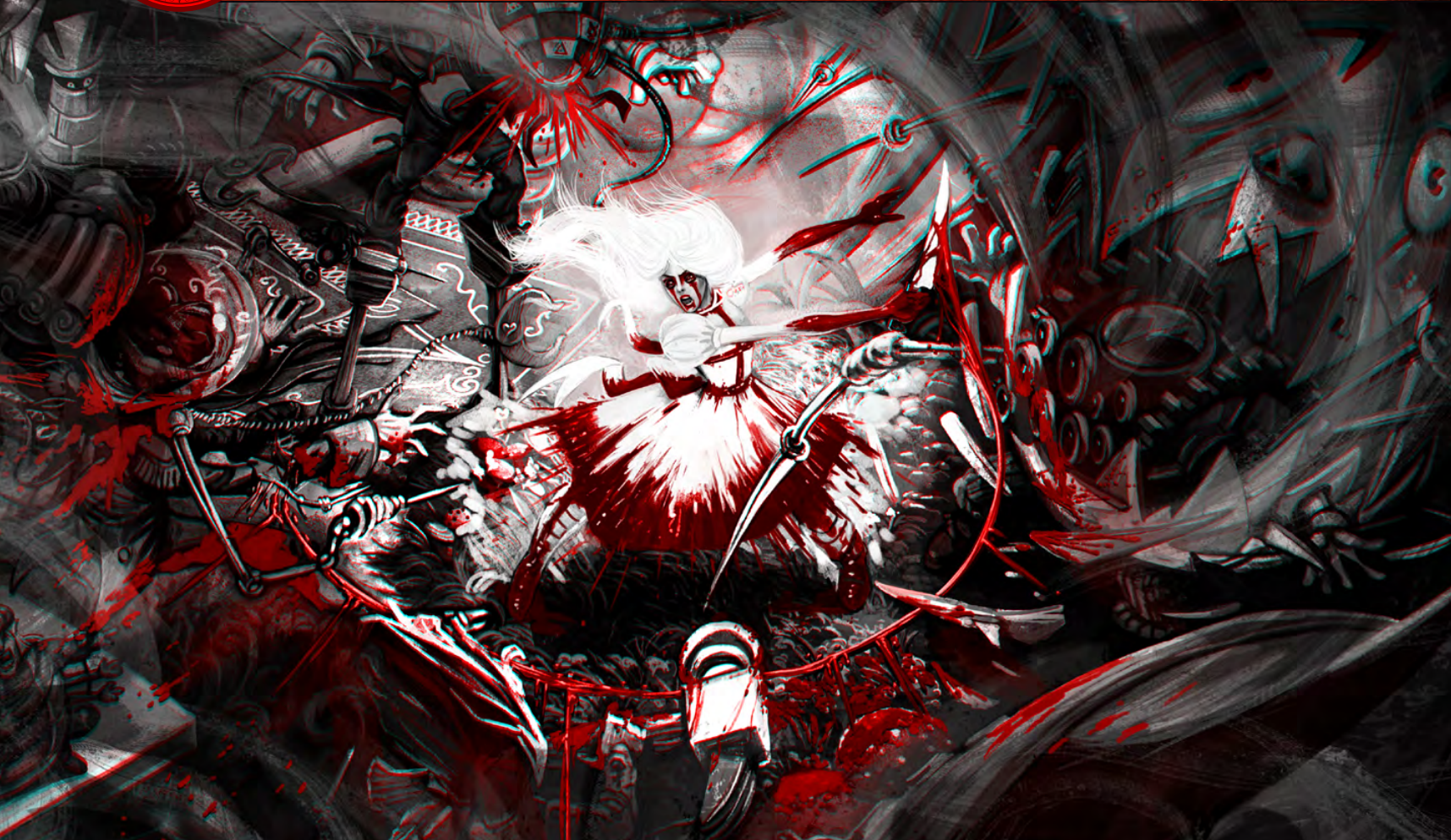


 NEW ABILITY UNLOCKED



HYSTERIA • SPECIAL STATE

DRASTIC TIMES CALL FOR DRASTIC MEASURES • MAKE THEM SUFFER



Mock Turtle pleads as he SINGS, imploring Alice to stop her bloody rampage and rejoin her loving troupe of performers.
Blood continues to fly.



During this sequence, the illusion of The Circus begins to crumble as circus performers **break into mechanical automatons when damaged, bloodied or destroyed.** The vivid scenery falls and is damaged in areas, revealing rotting, poorly made wooden supports, and rusted nails behind their cheerful veneer. **The circus and its inhabitants are a lie.**

This is also Alice’s first encounter with **Manipulators** - an enemy NPC capable of mimicking other characters.

This encounter serves as an **advanced Tutorial for Combat Techniques** - *focusing on Vorpal Blade attack and defense. Parrying, dodges, and Combat Evasion must be employed to survive the Manipulators.*

We **PLAY** as an angry Alice fights her way through the circus led by Rabbit, carving through her captors into **The Big Top.**

MANIPULATORS

 NEW ENEMY

THREAT: MODERATE

2



 SWARM

 MELEE



MOVEMENT & ATTACK NOTES

Manipulators attack and move in a manner accurate with whatever their fleshy host shell allows. Once damaged, and their core is exposed, their movements become *more erratic, unpredictable and dangerous.*

A weaker enemy on their own, a common tactic of Manipulators is to gang up on Alice, pursuing her in an overwhelming horde.



A short cut scene plays. The Big Top is a massive tent with stadium seating all around. As soon as Alice enters, her appearance is transformed to that of a clown. The faceless audience laughs and jeers at Alice. *She grits her teeth as she is ridiculed. Tweedle Dee and Tweedle Dum are here - The Ringmasters.* Floating in through the roof, The Tweedles arrive in the massive balloons Alice saw floating over the circus previously.

The balloons crank up and down through a hole in the Big Top. Arriving into the arena with an off-kilter fanfare, the two hideous brothers bare their teeth at Alice and snarl;



TWEEDLE DEE

"This is all very much offscript. A dreadful performance. Sloppy. The little girl has clearly forgotten her lines and her place!"

The Tweedles comment is met with raucous laughter from the crowd.



BOSS
BATTLE

1

LEVEL 1 • DENIAL REALM • CARNIVAL OF FOOLS

NEW ENEMY

THE TWEEDLE BROTHERS

RINGMASTERS OF MAYHEM • TWEEDLE DEE & TWEEDLE DUM

THE FOLLOWING IS THE FINAL PART OF A MUSICAL SEQUENCE SUNG BY THE TWEEDLES AND ALICE

▶

A cut scene plays. Alice demands to know why the Tweedles are keeping her imprisoned here. They let her know they are only the jailers - it is **The Queen** who desires to keep Alice here, and they follow her rules.

TWEEDLE DEE

1. "We only do what we're told. And so should you. Do as you are told."

3. "If you got a problem with the show, you could speak with the Ringmaster, but I don't think the Queen wants to see you at all. That's just not in your lines. And never will be. Heh."

TWEEDLE DUM

2. "If you don't like the show, there are no refunds."

4. "Your script be damned! The Queen will answer for the reason I'm trapped here. And so will you!"

ALICE

TWEEDLE BROS.

NEW ENEMIES

THREAT: EXTREME

5

MELEE

FLYING

RANGED

HAZARD

MOVEMENT & ATTACK NOTES

With one Tweedle high in the sky tossing *Jack Bombs* down at Alice from a balloon, and the other whipping the *Treble-Maker* at Alice, the Tweedle Brothers are quite a handful to face in combat.

The Tweedles move as *thuggish brawlers*, all off-balance power and no grace. The brothers have a mix of ranged combat options and close quarters strikes up their sleeve. Alice will make short work of the dastardly duo if she *finds a way to turn their unity against them*.

What follows is a **Boss Battle sequence** where **Alice fights Tweedle Dee and Dum** using her *Vorpal Blade* and the skills she's acquired up to this point.

One brother will attack Alice with **Bombs** thrown from the balloon, and the other will attack Alice with a **whip-weapon**.

After the battle, Alice acquires the new weapons used against her: **The Jack Bomb**, and the **Whip** (*Treble-Maker*).

HARD GATED AREA

DEFEAT THE TWEEDLE BROS.

WELCOME!! ALICE!

NEW WEAPONS

TREBLE-MAKER & JACK BOMB ACQUIRED

CLICKS, WHIPS AND BOOMS • CRACKED SKULLS, DEEP CUTS AND WOUNDS

ALICE

"I'm done being your clown. This is my final show!"

▶

Alice defeats The Tweedles and climbs into their Balloon with Rabbit by her side. She cuts the balloon's tether with her Vorpal Blade and rises through the tent opening. She flies free above The Circus leaving the music behind...

- CHAPTER END -

91

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

1.2 DENIAL REALM - THE BIG TOP • CARNIVAL OF FOOLS

Artwork • LEFT - Tweedle Bro Character Designs: Joey Zeng, RIGHT - Tweedle Brothers Attacks and Boss Encounter Design: Alex Crowley.

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

1.2 DENIAL REALM - THE BIG TOP • CARNIVAL OF FOOLS

Artwork • TOP - Tweedle Ringmasters Boss Skin Character Designs: Joey Zeng, MIDDLE - Treble Maker Weapon Art & Design: Alex Crowley, Jack Bomb Original Artwork: Joey Zeng, Jack Bomb Edits & Weapon Design: Alex Crowley, BOTTOM RIGHT: Balloon Prop Design: Omri Koresh.

92

CHAPTER SUMMARY

LEVEL
1.2

LEVEL 1 • ACT 2

THE BIG TOP

DENIAL REALM • CARNIVAL OF FOOLS

ALICE'S APPEARANCE CIRCUS PERFORMER

False smiles, powder and tears mask the truth of a little girl deeply confused and in pain. Regardless of how the star of the show feels, the show must and will go on. *Or else.*

ALICE'S INVENTORY

NECKLACES • 1 / 2



OMEGA • HYSTERIA

KEY ITEMS • 0 / 3

COLLECTIBLES • 1 / 5



MIND'S EYE

WEAPONS COLLECTED • 3 / 12



VORPAL BLADE
TREBLE MAKER
JACK BOMB

ALCHEMY RUNES COLLECTED • 2 / 12



HYSTERIA

SPECIAL STATE • DEATH SAVE

ACTIVATION REQUIREMENT

Low health and near-death state of health required.
(Approx~ Between 1%-20% of Health Points (HP) remaining).

PRESS [L1 + R1 or similar] to trigger Hysteria once damage threshold is met.

I

ACTION ON ACTIVATION SCREAM BURST ATTACK



On activation; a high-damage, fast attack is unleashed.

Alice will scream, and the game-world will turn black and white and skewed. Alice's scream emits a shock-wave ripple effect, that damages and knocks back all enemies it touches. If killed by the AOE wave, *enemies will explode into meaty gibs*. Shock-wave travels a medium distance, with Alice at the center point.

II

SPECIAL ATTACK A DARK ORBIT



Holding down the “Throwing Knife” attack button causes the Vorpall Blade to fracture, and create a rapidly swirling orbit of broken vorpall blades around Alice.

This attack will cause massive damage if it connects with enemies. Once released, the blade orbit shoots off in all directions, before reforming as the blade in Alice's hands again.

III

SPECIAL ATTACK B JAGGED EDGES



Attacking with the Vorpall Blade in mid-air after jumping will cause Alice to spike her blade into the ground.

In front of where she strikes the ground, massive, jagged Vorpall blades will spike out from the ground in front of her in a random arc, inflicting massive damage on all enemies the quake of blades connects with.

DESIGN NOTES:

Once activated, the following Special Hysteria Buffs will activate for Alice.

• Damage Increase Buffs on Melee Attacks.

- + Slicing melee attacks (Vorpall Blade) have a chance to cause **Evisceration**, *carving off limbs and foes into chunks*.
- + Heavy impact melee attacks (Hobby Horse) have a chance to cause **Obliteration**, *smashing foes into a fine red mist*.
- + All heavy attacks have “Guard Crush/Shield Break” properties.

• Limited Invulnerability / Health Regen

For a few seconds after Hysteria is activated, Alice will be **impervious** to all attacks. This effect does not last for the full duration of the special state however, and Alice can be damaged once her **Health** starts flashing again. If her health falls to 0% during Hysteria, she will die as usual.

The main purpose of Hysteria is for Alice to **slay her foes**. Her health will regenerate commensurate to her bloodshed.

More Kills = More Health (+HP) Restored.

• Special State Completion - Return to Normal

After the Hysteria special state is completed, and the super bar is empty, Alice will return to her normal appearance. To prevent spamming of Hysteria, the ability will be placed on an extended cool-down after use until it can be activated again.

Once the cool-down is completed, Hysteria can be activated as normal. If Alice is damaged beyond 20-0% of her health, while the cool-down is active, Hysteria will not trigger, and Alice can be killed.



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

TREBLE-MAKER

CLOSE-RANGED BLAST
& GRAPPLE HOOK
UTILITY WEAPON



WEAPON LORE

An odd artifact pried free from the hands of a wicked Ringmaster of the cruel carnival, the **Treble-Maker** is intended to be a whip in the hands of a giant.

When placed in the hands of a young girl, Alice's small stature is instead whipped around by the trajectory of wherever the beak strikes true. Versatile and deadly once mastered, the device is always up for causing some severe trouble.

It doesn't care at whose expense.

WEAPON QUIRK



SQUAWK!

This weapon can emit a loud noise on command. Useful for drawing enemy attention or simply annoying Wonderland denizens.

UNLOCKABLE QUIRK



SWIFT & SURE

Alice's in-air mobility is slightly buffed while carrying this weapon.

2

I.



SIGNATURE ATTACK

TREBLE N' BASS

Holding down the fire button charges the shot to fire a very short-ranged blast of concentrated fire. Can also knock enemies prone.



x1

Unlimited. Ranged Attack is 1 Shot Only and placed on Cool down Timer after use.

II.



ALTERNATE ATTACK

GRAPPLING HOOK

Special utility function that Allows Alice to **quickly rappel around the environment**. This is achieved by latching onto key targets and certain enemies.



x1

Unlimited. Ranged Attack is 1 Shot Only and placed on Cool Down Timer after use.



TREBLE-MAKER

UPGRADE DESIGN NOTES & CONCEPTS



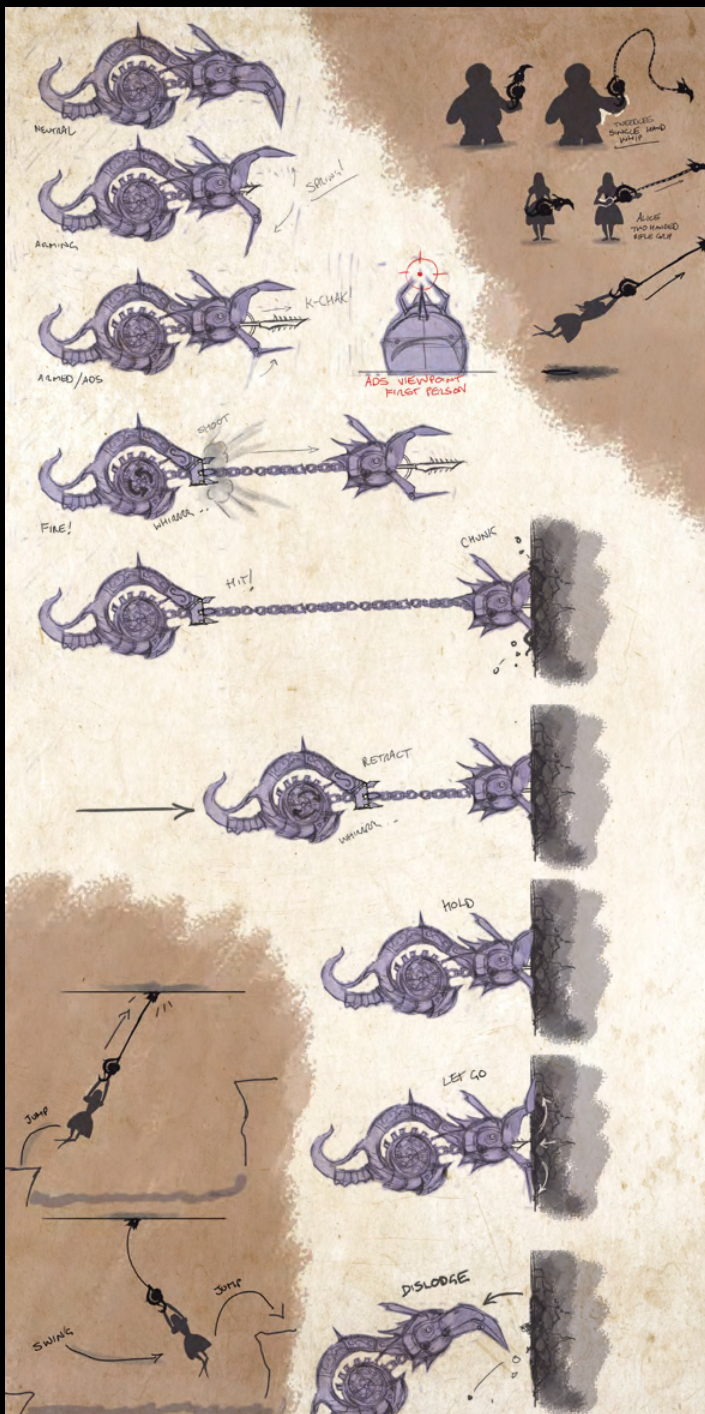
Treble n' Bass - Increase Blast Radius
Larger Spread and Increased AOE of attack.



Treble n' Bass - Cool down Timer Decrease.
Lower the reload time & increase rate of fire for attack.



Grappling Hook - Cool down Timer Decrease.
Lower the reload time & increase rate of fire for Grappling Hook.



JABBERWOCK GRAPPLER • ALTERNATE WEAPON SKIN CONCEPT



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

JACK BOMB

AOE RANGED GRENADE
& PLACEABLE TRAP
UTILITY WEAPON



WEAPON LORE

Having endured the mocking laughter of the Circus, Alice takes with her a relic of her relentless torment.

Turning the tides on her enemies with some well-timed jokes of her own, Alice cannot help but laugh to herself as her foes are blown to shreds by this wicked punchline.

WEAPON QUIRKS



JOKE'S ON YOU

Alice can be damaged by the AOE explosion of this weapon.



VEILED LAUGHTER

This weapon will lure enemies to its laugh when placed, allowing it to be used as a Decoy.

UNLOCKABLE QUIRK



JOKE'S ON THEM

Alice is no longer damaged by AOE Explosions of the Jack bomb.

3

I.



SIGNATURE ATTACK

BOMBS AWAY

Alice lobbs the Jack bomb and it **explodes on impact**, generating an **AOE explosion**. Alice can be damaged by the blast.



x1

Unlimited. Ranged Attack is 1 Shot Only and placed on Cool down Timer after use.

II.



ALTERNATE ATTACK

HIDE N' SEEK

Alice places the bomb as a trap that springs open on command, detonating it.

This attack variant can also be used as a **weighted tool for switch activation**, and also as an **audio decoy**. While placed the Jack bomb can draw enemies to its location via the tell-tale sound it emits.



x1

Unlimited. Placeable Bomb is 1 Shot Only and placed on Cool down Timer after use.

1



2



3



4



5



JACK BOMB • UPGRADE DESIGN NOTES & CONCEPTS

Upgrades to the Jack-Bomb also include options for;

- **Bouncing on throw**,
- **Attaching to enemies and walls**,
- **Remote detonation**,

And, a **Unique Trap Variant** for the Alt. Fire Mode.

Rather than exploding, the Jack Bomb sucks enemies into the box, incapacitating them.

One bomb type is available at any time in gameplay, and the choice can be changed any time during combat at the cost of resetting the cool-down.

TRAP VARIANT



1.3

THE MOON

DENIAL REALM • A STORM IN A TEA CUP



[A FAMILIAR LULLABY • DARK AND OMINOUS • SUNG BY THE MOON]

Alice glides above **The Circus** with **Rabbit** by her side. *A moment of reflection and peace in the clouds before the coming battle.*

The Balloon floats up through a bank of clouds and out the other side to reveal **The Moon** directly ahead.



ALICE (TO THE RABBIT)

"We are going to see that wretched Queen, but I need to take care of something else first..."



HARD GATED AREA

OVERCOME THE MOON'S SONG

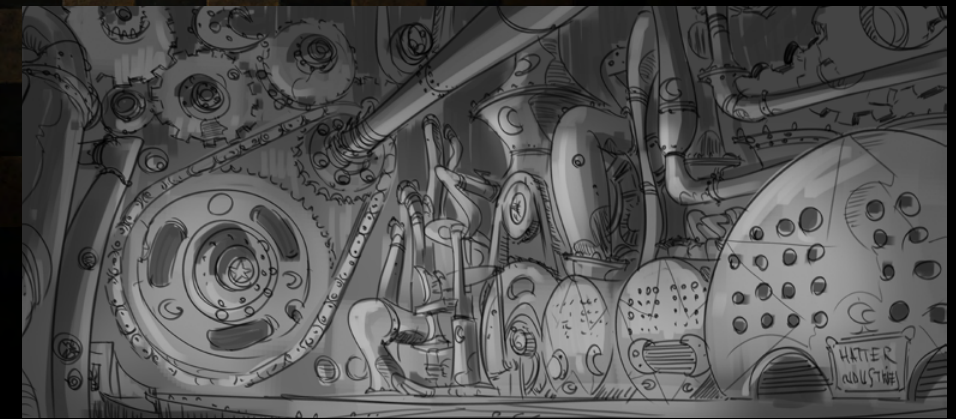
We **PLAY** as a determined Alice while **The Moon** sings a Lullaby.

To succeed, Alice must use her Vorpall Blade to cut through the spell, deflecting, dodging and attacking musical projectiles, destroying them. If Alice fails, she gradually becomes sleepier, and slower.

If she fails, she falls asleep, and the section must be restarted. Success means Alice resists and overcomes the sleep spell sung by the sentinel, and proceeds into **The Moon** itself.



The **Balloon** continues towards **The Moon** *and crashes into its face*, flinging Alice and Rabbit into its gaping mouth. *The balloons of the Tweedles pop, deflate and tumble gracelessly into the clouds.* A welcome party is waiting and a **battle begins**.



The Moon, originally thought to be a living thing, is revealed to be a **massive mechanical construct** of **Hatter Industries**. Its interior is a labyrinth of corridors, walkways, machine rooms, gears, turbines, and steam pipes.

This area serves as a **Tutorial for The Jack bomb**, both in combat and in destroying "breakable" walls to traverse. **The whip** is also introduced in spatial puzzles. It allows rapid, *free-form rappelling*. This new ability, coupled with **advanced platforming** in sections, trains the player in new movements; *with ledge grabs, swinging, double jumps, and dress-gliding all used to progress.*



We **PLAY** as an angry Alice fights her way through The Moon using her Vorpall Blade and newly acquired *Jack-bomb and Treble-maker*.

White Rabbit leads the way to a series of **Sub Goals**:

- ❖ *Disable the **Lullaby Machine**;*
- ❖ *Disable the **Manipulator Manufacturer**;*
- ❖ *Reach **The Bridge**;*
- ❖ *Take Control of The Moon (and fly to Queen's Domain).*





HARD GATED AREA

DESTROY THE MANIPULATOR MANUFACTURER

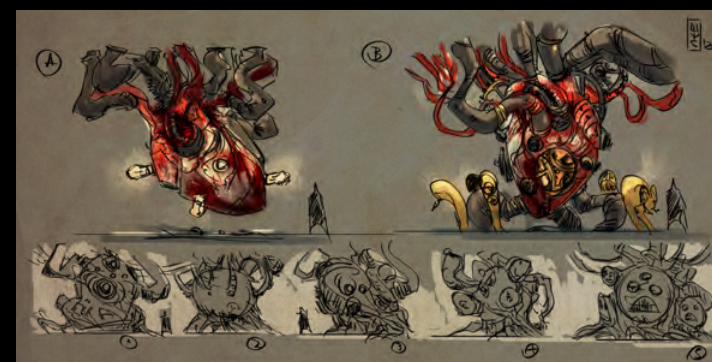
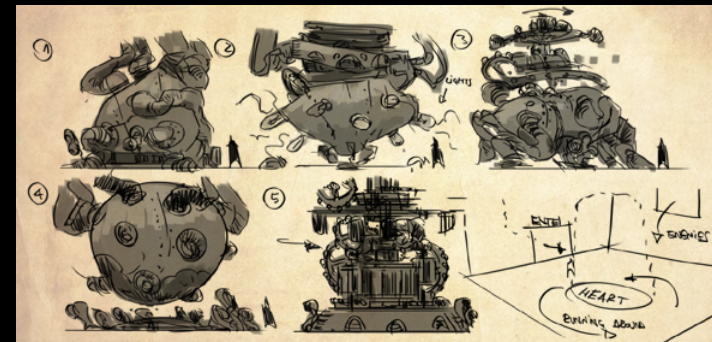
As Alice explores **The Moon** she passes through its **Engine Room** where she sees that it is powered by a **Massive Clockwork Heart**.

She battles a steady stream of Manipulators as she works her way towards them, and destroys their source: **The Manipulator Manufacturer**.



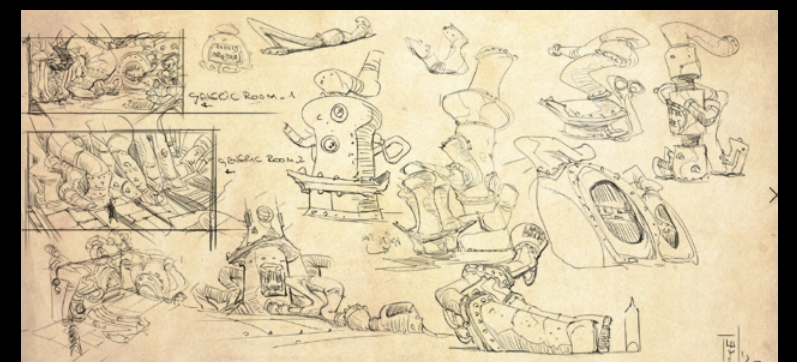
SLEEP MACHINE

- DESTROY OBJECTIVE -



MANIPULATOR MANUFACTURER

- DESTROY OBJECTIVE -



Surprisingly, **Mock Turtle** is here, and he explains that Alice's false reality is better because she'll never run out of friends to play with.

No one ever has to age or die or fade away.



MOCK TURTLE

"Your family Alice. They were all hopelessly burnt to a crisp. Why not just replace them? We can build a new family? New friends. Forever! Everything here is simulated to keep you stimulated. Where's the wrong in that?"

ALICE

"This is all a lie Turtle! False comforts cannot soothe real anguish. The truth in my being here can only be found with The Queen. And you're standing in my way!"





HARD GATED AREA

QUEEN'S DOMAIN CHART
PUZZLE SECTION

As the last piece of the route is inserted and **The Moon** turns towards *Queen's Domain*, **Mock Turtle's voice becomes an angry roar**. He transforms into a **Manipulator Boss**, revealing his true form and presenting Alice with another obstacle to overcome.

Fighting through more rooms and platforming sections within the mechanical structure of the Moon, Alice reaches the Bridge of The Moon. Alice once again encounters **The Mock Turtle**. As Alice pieces together a chart to reach *The Queen's Domain*, **Mock Turtle** continues to beg that she abandon her insane mission and return to **The Circus**.

What follows is a puzzle sequence where Alice collects **Chart Elements** from around **The Bridge** and brings them together, forming a route to *Queen's Domain*.

BOSS
BATTLE

2

THE MOCK TURTLE

A MASTER MANIPULATOR • THE FRIENDLIEST FOE

NEW ENEMY



THREAT: EXTREME

5

The **Manipulator Boss** cycles through a variety of the *Enemy NPC* forms that Alice has encountered up to this point. Each requires a different strategy and/or weapon to be defeated - *sending the Boss cycling to a new Enemy NPC until only the Mock Turtle is left*.

HARD GATED AREA

COMBAT SECTION • BOSS BATTLE
DEFEAT MOCK TURTLE



MOCK TURTLE

"It's me, Alice. Your only friend. I'm telling you, you'll never make it. You're too small. You can't survive out there. You're too weak. No one wants you! No one else loves you..."



ALICE

"As you said, this time, my show is starting! We must not be late!"

We **PLAY** as Alice destroys the Mock Turtle. Mock Turtle's death causes a *massive explosion* that sets **The Bridge** on fire and sends **The Moon hurtling towards the ground**. It crashes in a *cataclysmic series of impacts, ripping through a strange forest of tall green trees*. Alice is flung from **The Bridge** and sent tumbling through the air - **Rabbit** grasps tightly to her chest - but before she can smash into the ground to her death, she begins to **grow larger and LARGER** until she's sitting on a lawn of lush green grass.

A placid, glazed eyed, **Mock Turtle** swims lazily in a tiny pond by Alice's side. On the back of his shell, *resides a minuscule Circus*.



ALICE

"All the drama and violence of the circus was nothing more than a flea show on the back of a turtle in that pond. Yet while I was in there it seemed more serious than death..."

A tiny smoking pile of bits and rubble lays on the ground next to her - *the remains of The Moon*. Within, a **tiny clockwork heart still beats**. The sound fades as her focus narrows on the device. She picks it up, inspects it, and hands it to her **Rabbit**.



ALICE

"Indeed, larger, troublesome things certainly become smaller when you change your view. I guess it's all a matter of perspective, **Rabbit**."

"You take this. As a keep-sake to celebrate our escape."

The rabbit nods his head in approval. Alice offers him the tiny heart, with a smile. He ponders the tiny heart, looks to the pond, then **places the Heart in his pocket**. (This is "*The Heart*"; a mysterious collectible whose function is not yet revealed to the player.)

Alice, stands up, brushes off her petticoat, and now is free of **The Greatest Show**. A massive forest, and a gigantic, ominous **Blood-Red Castle** loom in the distance...

CHAPTER END



CHAPTER SUMMARY

LEVEL
1.3

LEVEL 1 • ACT 3

THE MOON

DENIAL REALM • A STORM IN A TEACUP

ALICE'S APPEARANCE CLASSIC DRESS



A manifestation of a past life, an extension of self, a cutting visage in the darkness. The vision of what was, and what is yet to come. Alice's blue dress is a representation of Alice manifesting her truest sense of "self" in Wonderland.



FRONT VIEW

REAR VIEW

ALICE'S INVENTORY

NECKLACES • 1 / 2



OMEGA • HYSTERIA

KEY ITEMS • 1 / 3



NEW
HEART

COLLECTIBLES • 1 / 5



MIND'S EYE

WEAPONS COLLECTED • 3 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



5



6



7



8



9



10



11



12



ALCHEMY RUNES COLLECTED • 3 / 12

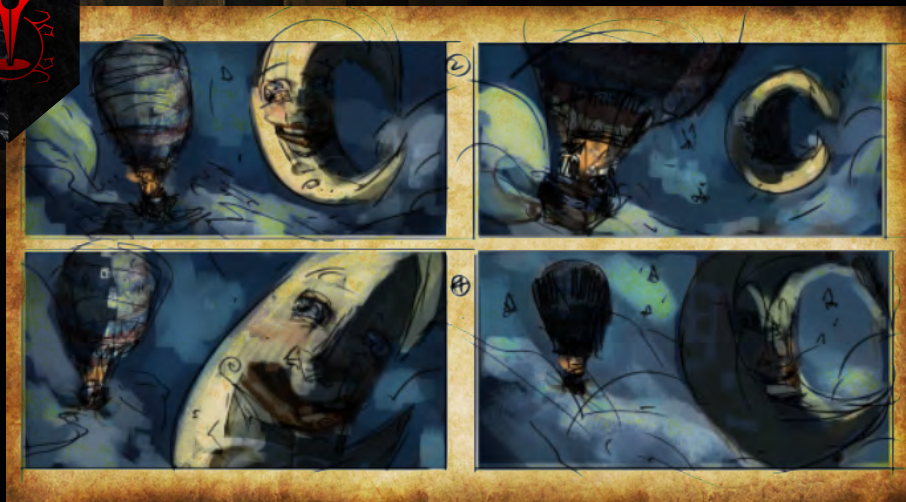


DENIAL REALM • THE MOON

EXPANDED LORE & DESIGN NOTES

The Moon is a constant threat and visual reminder that something *"isn't quite right"* in the early stages of **Alice: Asylum**. Wherever it looms, Alice knows to stay away. Once Alice is ready to challenge the Moon, it's true menace and mechanical nature is revealed the moment she steps foot inside of it.

Positioning the Moon as a creation of Hatter is meant to inspire a sense of mystery, pulling the story forward, and playing with the audience's expectations. The process of *"overcoming a larger threat, then making it smaller once conquered"*, is important foreshadowing for Alice's journey and trials to come.



MASTER MANIPULATORS

+ NEW ENEMY VARIANTS



MOVEMENT & ATTACK NOTES

Master Manipulators are vastly varied in size and appearance. Their bizarre inner cores are exposed once their outer shells are destroyed, usually lurking within the flesh exterior of Wonderland inhabitants. Attacking with vicious melee attacks, any Manipulator will quickly fall if a few well placed blows are returned their way.



THREAT: HIGH

3



NEW KEY ITEM
ACQUIRED

EXPANDED ITEM INFORMATION

THE HEART

The Heart is a **key item** and is integral to the plot of *Alice: Asylum*.

While the purpose is initially shrouded in mystery to the player, *The Heart's* properties are revealed in later stages of the game.

PRE-PRODUCTION DESIGN NOTES:

The Heart (and other key items) were initially designed as *"Pieces of the Champion"* for Alice to collect. Once all pieces were collected, they were capable of forming a **"powerful being"** that was able to assist Alice in achieving her objectives.

From a design and narrative perspective, we felt it removed the agency of Alice and importance of her own journey, so these items were reworked significantly.



ABILITIES GRANTED:

+ Health Bar Increase

+ XP Boost (Prima Materia)



2.1

LEVEL 2 • ACT 1

NEW LEVEL



THE QUEEN'S DOMAIN

ANGER & JUDGMENT REALM • QUEENSLAND GARDENS

OBJECTIVE: EXPLORE THE QUEEN'S ROSE GARDEN • FIND THE QUEEN



ALICE

"You've blamed me, imprisoned me, and made a circus of my anguish! Now release me!"

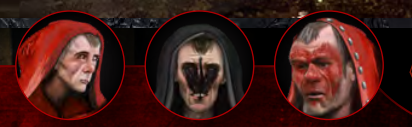
We **PLAY** as a curious Alice explores a far corner of the **Queen's Rose Garden** which also contains a sprawling Hedge Maze. Behind her is *the turtle pond that served as her prison*. Ahead lies the **Queen's Castle** and the confrontation Alice seeks.



A moment of reflection and exploration as Alice navigates the twists and turns of the **Hedge Maze**.

As she explores, she encounters **Card Guards** for the first time. They walk the perimeter wall of the **Hedge Maze**, *ignoring Alice even if she attacks or kills them.*

CARD GUARDS NEW CHARACTERS MET



REAR VIEW FRONT VIEW



As Alice wanders along, she witnesses a scene where **Card Guards** encounter a **Shadowy Figure**. The same from the **Mirror**. The Shadow briefly appears surrounded by guards. This time, the Shadow's appearance is now distinctly more human, but still utterly broken and outwardly jagged.



THE SHADOW

"Delightful. You've started to carve your own path. Remarkable what can be achieved... When you're pointing a blade at the heart of your troubles."

Before Alice can reply, The Shadow locks its withered eyes with Alice, smiles, and then disappears in a plume of shadows.

The Shadow leaves behind a **writhing mass of Black Tentacles (The Chaos)**, which attacks and then consumes the Card Guards. The mass of dark embering flesh begins intruding through the Hedge Maze walls.



This sequence serves to introduce the game's primary enemy character - **The Chaos** - and its affliction on NPCs in the game. *Alice watches as Card Guards are damaged by contact with The Chaos and transformed by stages into Chaos Creatures*. Chaos Creatures are hijacked NPCs that readily attack Alice and any other NPCs in a frenzy.





HARD GATED AREA
CHAOS SPAWN VARIANTS
COMBAT ENCOUNTER

CHAOS INFECTION  NEW ENEMY

MELEE
RANGED
CORRUPT

THREAT: HIGH

3

EXPANDED ENEMY INFORMATION

Chaos Infected enemies are a core combat faction in Alice: Asylum. The concept is based in turning otherwise friendly, neutral or passive NPC characters into enemies that must be defeated in order to progress. Some infections are stable, and withhold a set form once fully infected. Other infections are utterly chaotic, morphing, swelling and exploding beyond their initial host's size in grotesque displays of body horror.

CHAOS CARD GUARDS • RNG SPAWN CONCEPT

• RANDOM NUMBER GENERATED ENEMY COMPONENTS & VARIANTS • LOST (& FOUND) IN RANDOM •

Design Notes: *Chaos Corrupted Card Guards* are common enemy in Asylum.

We want to allow for multiple variants and combat abilities depending on mutation. Approximation of different variants are below, each with differing appearance and abilities per mutation. Limbs, mutation/corruption state could potentially be modular.

For example;

Left Arm: 1. Tentacle Arm, 2. Barbed Arm, 3. Bone Spear Arm, 4. Regular Arm.

Right Arm: 1. Tentacle Arm, 2. Barbed Arm, 3. Bone Spear Arm, 4. Regular Arm.

Head: 1. Tentacle Variant, 2. Bone Sprout Variant, 3. Exploded/Broken Variant, 4. Regular Variant.

Body: 1. Exploded Rib Cage Variant, 2. Tentacle Infestation Variant, 3. Gaping Mouth Variant, 4. Regular Variant.

Left Leg: 1. Tentacle Leg, 2. Barbed Leg, 3. Bone Spear Leg, 4. Regular Leg.

Right Leg: 1. Tentacle Leg, 2. Barbed Leg, 3. Bone Spear Leg, 4. Regular Leg.

Each time a Card Guard variant spawns, RNG determines the shape and attack patterns for each of the body parts & mutations. This allows for a wide variety of modular parts on any enemy, creating a unique possibility for this combatant each time they appear.

11111	11112	11113	11114	11122	11123	11124	11133	11134	11144	11222	11223	11224	11233
111234	111244	111333	111334	111344	111444	112222	112223	112224	112233	112234	112244	112333	112334
112344	112444	113333	113334	113344	113444	114444	122222	122223	122224	122233	122234	122244	122333
122334	122344	122444	123333	123334	123344	123444	124444	133333	133334	133344	133444	134444	144444
222222	222223	222224	222233	222234	222244	222333	222334	222344	222444	223333	223334	223344	223444
224444	233333	233334	233344	233444	234444	244444	333333	333334	333344	333444	334444	344444	444444

POTENTIAL BASE BODY PARTS & ENEMY COMPONENTS

1

INFANTRY

HEAD 1

BODY 1

L.ARM 1

R.ARM 1

L.LEG 1

R.LEG 1

2

SKELETON

HEAD 2

BODY 2

L.ARM 2

R.ARM 2

L.LEG 2

R.LEG 2

3

TORN

HEAD 3

BODY 3

L.ARM 3

R.ARM 3

L.LEG 3

R.LEG 3

4

INFEST

HEAD 4

BODY 4

L.ARM 4

R.ARM 4

L.LEG 4

R.LEG 4

EXAMPLE A

HEAD	BODY	L.ARM	R.ARM	L.LEG	R.LEG
1	3	2	4	4	1

EXAMPLE B

HEAD	BODY	L.ARM	R.ARM	L.LEG	R.LEG
4	1	3	1	2	3

EXAMPLE C

HEAD	BODY	L.ARM	R.ARM	L.LEG	R.LEG
3	4	4	4	4	3

EXAMPLE D

HEAD	BODY	L.ARM	R.ARM	L.LEG	R.LEG
2	3	1	3	4	2

CHAOS WOES

NEW ENEMY VARIANTS



SWARM

WEAVE

CORRUPT

THREAT: MODERATE

2



MOVEMENT & ATTACK NOTES

Small, fast, weak and deadly. Chaos Woes are fodder enemy types that attack in packs. Scuttling across the ground, their elastic shapes can morph and appear from the environment without warning. If enough Woes latch onto their prey, they can trigger a "Corruption" state.



SOFT GATED AREA

HIDE N' SEEK • FIND THE KNAVE

We **PLAY** as Alice follows his insane giggling. A **short game of hide n' seek** follows. Alice will locate the sounds of his stifled laughter, eventually cornering him.



ALICE

"There's no point in hiding. I can see you there."
Show yourself."



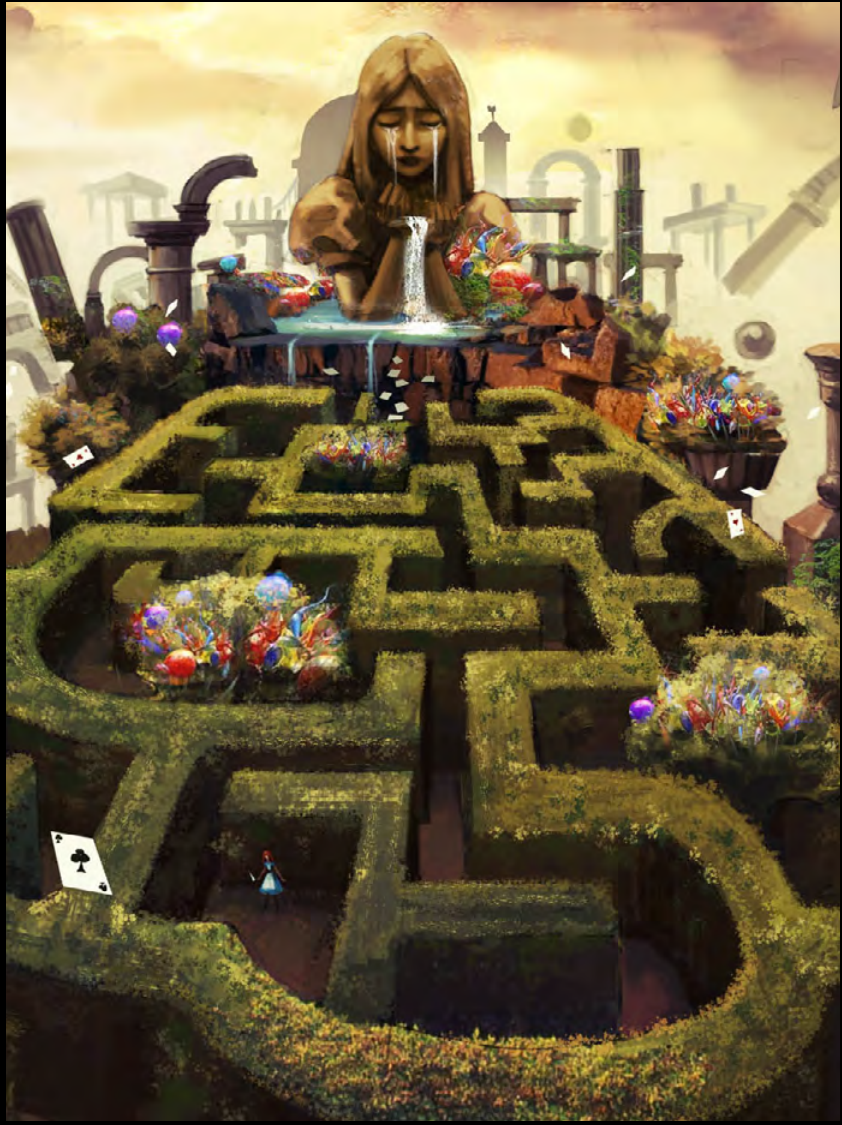
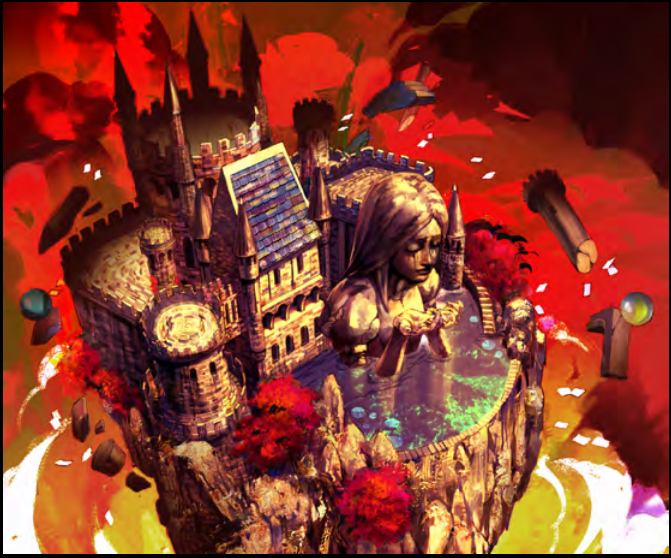
THE KNAVE


"There is always a point in hiding, when someone dangerous is seeking. You may not believe me, but I have seen you here before."


The Knave's words drip through an unnatural smile.


We **PLAY** as a fierce Alice battles against Chaos Creatures and assists the Card Guards. Alice and the card guards fight in these sections alongside each other. Alice will be assisted and saved at times by the Card Guards. She too, if she chooses, will save some of them along the way.

Alice makes her way through the Hedge Maze to the Fortress of Sorrow - a structure featuring a large Crying Alice statue overlooking the Hedge Maze. As Alice approaches, the gruff sound of horses is heard. She approaches a clearing in the hedges where a collection of **Hobby Horses** are arranged in glass cases. They are in neat rows separated by perfectly trimmed rose bushes.









A cinematic **cut scene** plays as **Alice (A)** navigates her way through an unsettling conversation with **The Knave. (TK)**

ALICE:

"You lie. I've never been here before."

THE KNAVE:

"I do lie. As do we all."

The Knave acknowledges without hesitation.

TK

"But I also tell the truth. A rarity in these parts indeed. I've seen you in my dreams, Alice. Enacting this very scene... Time and time again. And I arrive here to warn you... But something is different this time. These creatures are new. And that blade you carry, too. So much new. So much you..."

The Knave's vocal tone and body language shifts dramatically as he drops his shoulders, seemingly a different personality entirely.

TK

"Hmph. I would tell you to return to The Circus but..."

A

"I know the Circus for what it truly is. There is no going back to those lies. I would sooner face The Queen than be ridiculed or imprisoned again."

TK

"Yes, yes. I knowwww..."

CONTINUES NEXT PAGE...



The Cut scene continues as **Alice (A)** and **The Knave's (TK)** conversation takes a dark turn.

The Knave's language and tone resumes to his detached state. His words do not outlast his stare.

TK *"And, at this point - this is strange because I know it all so well - I would tell you of the torture she'll inflict on us if she learns you've escaped. I would, **I should** implore you to return. But this is all so... Predictable. The odds are never in your favor. Why bother?"*

The Knave snaps his fingers, and **sprawling playing cards** flutter back up his sleeve immediately.

A *"Inflict torture? On me? That's why I'd bother. Besides, I'd like to see her try."*

Alice makes a flourish, stabbing in the air with her Vorpall Blade. The Knave never breaks eye contact. He does not stare at Alice. He stares at the blade.

TK *"You may hold that blade in your hand Alice, but I can tell it isn't truly yours. Not yet."*

As Alice grasps the hilt of the blade, it shakes in her clenched fist. She is getting angry.

TK *"Tell me, how does a pointy thing affect your chances against the Queen? Your teeth pale in sharpness to hers. I see the Queen's cruelty every night when I dream. And every morning, I am here waiting for you. Sometimes you come, sometimes you don't. But this time, here you are again. And it always ends the same."*

A *"The same? What do you know of "same"? I've lived an eternity of "same" already."*

TK <deadpan> *"You will be captured and tortured. I will lose my head. And you will be returned to the Circus."*

A <angrily> *"Fool's words. If you're so certain, then does your dream include this?"*

Alice hurls her blade at the Knave. He dodges the blade as it flies past him. A smash of glass is heard behind him. The blade careens into the **Hobby Horse** case, shattering it utterly.

Alice's blade is returned to her by an ecstatic, freed **Hobby Horse**. Alice grabs its reins. Capable of **destroying defenses** and *shattering enemies*, this clobbering, ungainly melee weapon has **devastating impact up-close**. Useful against shielded and guarding enemies, it can be used in combo mix-ups, employing heavy blows on Alice's foes.



HOBBY HORSE ACQUIRED

HEAVY MELEE COMBAT WEAPON
NEIGH, I SAY • BE THE STAMPEDE

GUARD CRUSH UNLOCKED

TK <DEADPAN> *"Such anger. That is exactly how it always starts. Not that I really care... the only difference is the blade. Something always breaks when it comes to you... but you don't get much further."*

Alice meets his stare, and she slams the hilt of her new Hobby Horse into the ground.

A *"I don't like your tone."*

TK *"But, you will. Let's save some time and some injury shall we? As always, I, after some prodding, tell you that you can proceed directly to the Queen's Castle through her gardens, except..."*

The Knave motions in the direction of the Queen's Castle. The space in between is a floating nebula of rocks, hedges, rose bushes, and chaos. There is no way forward through that.

TK *"It was all destroyed just as I arrived here. Now I'll tell you... the only way to The Queen's Castle is through Judgment. But that's suicide for someone like you."*

A *"Someone like me?"*

TK *"Judgment devours those heavy with guilt. And you are drowning in it."*

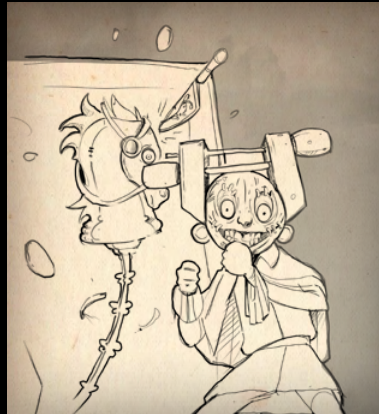
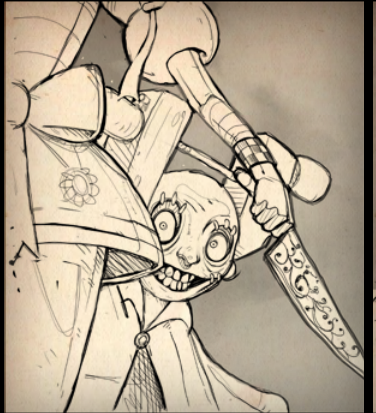
With an agitated huff, Alice turns her back to look at the path ahead. Turning back to the Knave, he has disappeared.

A <TO HER RABBIT> *"Lies peppered with nonsense. If he doesn't fancy my odds, I'll take matters into my own hands."*

The Hobby Horse brays with approval. Alone with her Rabbit, Alice continues on her path. **We PLAY** as Alice navigates the broken structures and floating islands that hang in the space of what was once the whole of Queensland. Her destination is The Courthouse (The Seat of Judgment) which can be seen floating in the distance.

This serves as a proving ground for all of the skills and weapons Alice has acquired thus far. She must employ movement and combat mechanics to navigate the broken landscape while fighting off The Chaos, and a slew of Chaos Creatures as they appear ready for a fight.

- CHAPTER END -



CHAPTER SUMMARY

LEVEL
2.1

LEVEL 2 • ACT 1

THE QUEEN'S DOMAIN

ANGER & JUDGMENT REALM • QUEENSLAND GARDENS

ALICE'S APPEARANCE RED MONARCH DRESS

Inspired by the lush blood-red of the Rose Gardens, this dress echoes ripples of seething Anger. Alice's ferocity is contained within the innocence of a childish vessel, not yet ready to comprehend, process or overcome her own rage.

ALICE'S INVENTORY

NECKLACES • 1 / 2



OMEGA • HYSTERIA

KEY ITEMS • 1 / 3



HEART

COLLECTIBLES • 1 / 5



MIND'S EYE

WEAPONS COLLECTED • 4 / 12

1



VORPAL
BLADE

2



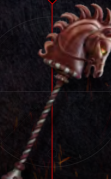
TREBLE
MAKER

3



JACK
BOMB

NEW 4



HOBBY
HORSE

5



6



7



8



9



10



11



12



ALCHEMY RUNES COLLECTED • 4 / 12



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

HOBBY HORSE

HEAVY MELEE
COMBAT WEAPON
GUARD CRUSHER



WEAPON LORE

Freed from cruel captivity, this particular **Hobby Horse** chooses to accompany Alice on her journey in Wonderland. A close-range, heavy, slow attack, high power melee weapon, it forms the other half of the core **Melee Combat Loop** alongside the *Vorpall Blade*.

WEAPON QUIRK



NEIGH, I SAY!

Hobby Horse is able to stun and "Guard Crush" certain heavily shielded enemies. Intrinsic core perk that is unique to the weapon.

UNLOCKABLE QUIRK



TRAMPLE

*When ending a Combo with a Hobby Horse Hit, lesser enemies can be slammed into the ground, **burying and incapacitating them**, allowing for final, powerful follow-up hit.*

4

HOBBY HORSE

UPGRADE DESIGN NOTES & CONCEPTS

Attack Upgrades - Unlocks New Combos and Attack Inputs. Upgrades to Hobby Horse include Combo additions, Air Attacks, and Stuns/Combo Enders that apply Guard Crush/Shield Breaks, Stuns or AOE tremor effects once successfully initiated.

I.



SIGNATURE ATTACK
THWACK!

Alice repeatedly belts her enemy with the Hobby Horse.

Can be used as **Heavy Attacks** in **Melee Combos**, and in tandem with the **Vorpall Blade**. Suitable combo enders, and can knock-back or **Guard Crush**.

See (Core Combat Loop).



**GUARD CRUSH
ENABLED**



ATTACK RESOURCE

Unlimited. Primary Melee Hobby Horse Attacks are always available to player.

II.



ALTERNATE ATTACK
REINS OF TERROR

Chargeable Heavy Stun Attack.

Alice winds up and unleashes a powerful arcing blow with the Hobby Horse.

Successful hits with this attack trigger **Guard Crush** and **Armour Destruction** properties for certain shielded enemies.



**GUARD CRUSH
ENABLED**



ATTACK RESOURCE

Unlimited. Reins of Terror is 1 Shot Only and placed on **Cool down Timer** after use.



SOFT GATED AREA

EXPLORE THE COURTHOUSE

LEVEL 2 • ACT 2

NEW AREA

2.2

THE COURTHOUSE

ANGER & JUDGMENT REALM • A SEAT OF JUDGMENT

OBJECTIVE: SURVIVE JUDGMENT • FIND THE QUEEN



A cut scene plays as Alice arrives at **The Courthouse** steps. She curiously steps inside.

As she does so, the Knave appears suddenly from behind Alice. His playing cards fan in his fingers. The Knave doesn't look up to address Alice.

It is as if he is expecting her.

THE KNAVE

"Ah, you're not dead yet. Splendid performance Alice. Allow me tell you that this place is a cruel machine, guided only by rules and logic. **The Chess Pieces here serve the Queen in an Alliance of Order. They all have their roles to play on her board... As do you.** If you are found innocent, you will be allowed to continue on your journey to The Queen. Alas, If you are found guilty, you will be sentenced to Croak for Eternity."

ALICE

1. "So you've said. The Law should be impartial and fair. I'll take my chances. I know I'm not guilty of anything. I'm only here for the truth."

3. "We'll see about that. I'm not the only one who should be watching their back."

THE KNAVE

2. "Guilty? Innocent? Truth. Lies. Isn't it all just a matter of who's swinging the gavel? Power decides innocence. Not the truth, Alice. **Besides, your guilt is painted on your back like a picket sign.**"

4. "Hoo Hoo! Devilishly sharp Alice. Let's see if it works in your favor..."

The scene concludes as Alice turns around to face the Knave in her anger, but he has disappeared again.

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

2.2 ANGER & JUDGMENT REALM - THE COURTHOUSE • A SEAT OF JUDGMENT

Artwork • LEFT PAGE - Courthouse Design, Chess Realm Level Exploration, Courthouse Internal Judgment Hall Design: Omri Koresh. RIGHT PAGE - Trials Halla Level Design Concept: Adam Narozanski.



What follows is a sequence of **Challenge Spaces (Trials)** that contain **Puzzles, Combat Arenas, and Navigation Challenges.**

HARD GATED AREAS



TRIAL CHALLENGES
PUZZLES, COMBAT, SPATIAL



These lead to a **Kafkaesque Main Hall**, a surreal embodiment of bureaucracy and brutal judgment where the combat and navigation puzzles continue while Alice's sins and crimes are read aloud by a stadium full of judges.

Alice successfully completes The Trials and arrives at Judgment only to be told that, despite passing her trials, she's been found guilty and will be sentenced to **"Croak For Eternity"**.



A BOOMING VOICE READS...

"Guilty of being overly naïve, innocent to a fault, curious beyond reason, and ultimately to blame for, ahem, **everything.**"

ALICE (SCREAMING)

"**LIES!** Your system is corrupt! I've passed every test. There is no **JUSTICE** here!"



We **PLAY** as Alice enters the halls of The Courthouse. The area within the Courthouse is a massive world of rules and law, constantly in a state of debate against itself. Right and wrong. Mess and order. Law and disorder. Chess pieces scramble and scurry about here. Alice notices a mix of both White and Red pieces, knights, pawns, rooks and bishops muttering and hopping about the court halls.

As Alice is recognized, the chess pieces fall silent. **They all stare.**

ALICE

"Whatever is the matter with you all?
I'm simply passing through. Leave me be."



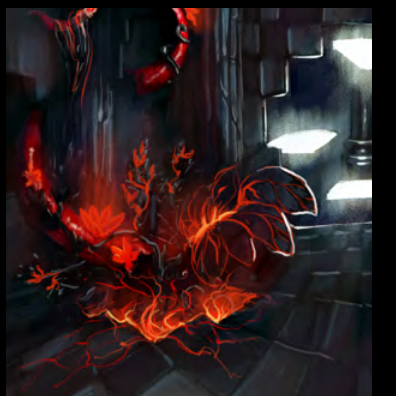
They all point at Alice. And begin whispering to one another. The word **"trial"** is increasingly heard from the jittery crowd of whispering chess pieces.

They agree in unison with the spoken word, **"yes, a trial..."** then, escalating shouts of **"TRIAL! She must be made to stand TRIAL for her crimes!"** Yells echo in the marble, chequered halls.

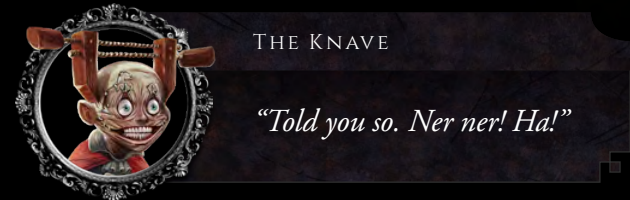
The doors from which Alice entered slam shut, and she is trapped. Determined, and unfettered, Alice pushes on.

ALICE

"I have nothing to fear"



A short cut scene plays as **The Knave's** laughter is heard echoing through the hall. He has been watching the proceedings in the audience chambers above Alice. *He points his finger and childishly exclaims;*



Alice is **FURIOUS**. So furious that she bursts into flames as she screams her rage at the mechanical face of judgment. Encountering a cavalry of gavel-wielding **Chess Pieces**, Alice fights against the Court's forces in unrelenting combat. *As she attacks them, it is revealed the Chess pieces are infected with Chaos.*



INFERNO • SPECIAL STATE

AN INFERNO OF INCREDIBLE HORROR • ROAST THEM ALIVE



HARD GATED AREA

INFERNO MODE UNLOCK
ADVANCED COMBAT TRAINING



What follows is the introduction and tutorial for the **Inferno Mechanic**. As opposed to Hysteria, where Alice triggers the state automatically when her health is low, Inferno is a *"super meter"* that builds by chaining large combo hits and defeating enemies in repeated, rapid succession. *Inferno acts as a reward for highly skilled combat performance.*

The **Inferno Bar** is sustained only through specific item pick-ups, or increased successfully via continued, perfect combat execution. Once the bar is full, Alice can "trigger" the Inferno attack state at will, whenever she chooses. When triggered, a special high-damage fire-based burst attack is initiated, and then the Inferno bar will drain, allowing for a limited time **"Super State"**. During this time, Alice has access to special buffs in combat and exploration for a short time.

Each time Alice is hit, fails a dodge, or doesn't instigate a successful attack after a short amount of time, **the Inferno Bar level will drop**, and eventually, disappear if not used.



BOSS BATTLE

3

LEVEL 2 • ANGER & JUDGMENT REALM

NEW ENEMY



THE BLIND JUDGE

YOUR FATE IS SEALED • DROWN IN YOUR GUILT

THREAT: EXTREME

5

MELEE

RANGED

TACTICAL

HAZARD

GUARD CRUSH

GIANT

MOVEMENT & ATTACK NOTES

The **Blind Judge** moves with unnatural and flowing motion, like she is underwater. Her hair appears as if suspended in low gravity. The Boss's attacks are well-broadcast, then sudden and violent in their execution. Damage phases are triggered by matching the Symbol above her head to attacking the symbol carved into her hands, (*representative of Stigmata*).

Tip the scales in your favor. Uncoupling the scales hanging from the Boss will trigger the second phase, in which the Boss is split in half. Attacks are faster, and more aggressive until the combat encounter is over.



HARD GATED AREA

BOSS BATTLE • DEFEAT THE BLIND JUDGE



CORRUPTED CHESS PIECES

NEW ENEMIES

THREAT: HIGH

3









RANGED

MELEE

GUARD CRUSH

TACTICAL

After Alice defeats the Chess pieces, a **Boss Fight** with a **massive, multi-limbed, chaos-corrupted Judge unfolds**.

Gigantic gavels smash the ground, and Alice must memorize symbols that appear above the Judge's head, which correspond to attacking the order of each of the Judge's four hands. *Platforming, careful timing and memorization of the attack patterns are key to overcome this combat encounter.*



Upon her triumph over the corrupted Judge, a **cut scene begins**. Alice is met with a slow clapping sound. She looks up to match her eyes with the Shadow, who is applauding her violence. Ashen tendrils spew out from the body of the Shadow, which continue to spread and consume the area. **Writhing masses of Chaos and darkness are everywhere in the Court Halls.** *The Shadow toys with Alice;*



THE SHADOW

"You truly are learning, young girl. There is no Justice. Only the Justice we take for ourselves. A lesson you must learn. Just as I did. Your monstrous violence puts a swift end to those who challenge you..."



ALICE

"You're the monster. **You're to blame for this corruption.**"



THE SHADOW

"Am I? Perhaps you too should take a closer look in the mirror. **After all, it's all your fault...**"



THE SHADOW

Alice ignites in fury again, but it is in vain. With a simple click of the Shadow's fingers, the floor opens beneath Alice's feet, and she's dropped screaming into the darkness. **The Shadow smiles, satisfied, and only utters a single word.**



THE SHADOW

"Guilty."

- CHAPTER END -

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SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

2.2 ANGER & JUDGMENT REALM - THE COURTHOUSE • A SEAT OF JUDGMENT

Artwork • TOP - Blind Judge - Enemy Design & Mechanics Outline: Alex Crowley, BOTTOM RIGHT - Corrupted Chess Pieces: Omri Koresh.

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SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

2.2 ANGER & JUDGMENT REALM - THE COURTHOUSE • A SEAT OF JUDGMENT

Artwork • TOP LEFT - Blind Judge Vs. Alice Combat Encounter - Line-work: Norman Fekhlie, Coloring: Omri Koresh, TOP RIGHT - The Shadow Enemy Design / State II - Manifesting Form: Alex Crowley, Edited from Base Artwork by: Omri Koresh.



CHAPTER SUMMARY

LEVEL
2.2

LEVEL 2 • ACT 2

THE COURTHOUSE

ANGER & JUDGMENT REALM • A SEAT OF JUDGMENT

ALICE'S APPEARANCE JUDGMENT'S OMEN DRESS

❖ *Right or wrong? Peace or turmoil? Inner light, or eternal darkness?* These are questions yet to be confronted by Alice's building anger. Which path will she choose? A strategy is required for Alice to overcome all the pieces in play.

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



NEW
CHAOS
INFERNO

KEY ITEMS • 1 / 3



HEART

COLLECTIBLES • 1 / 5



MIND'S EYE

WEAPONS COLLECTED • 4 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

ALCHEMY RUNES COLLECTED • 5 / 12



INFERNO

SPECIAL STATE • SUPER MOVES

ACTIVATION REQUIREMENT



Full charge/super bar required to activate special state. Damage inflicted, successful kills and large combo strings fill super bar/meter. Hits or damage suffered, deaths or failures to inflict damage/successful hits over a period of time deplete the super bar/meter. **PRESS [L1 + R1] to Trigger Inferno once meter is full to unleash an INITIAL BURST ATTACK.** Options are below;

1A

OPTION ON ACTIVATION • BURST ATK
VORPAL STORM



Unleash a rapid fire storm of flaming vorpal blades for a short duration in front of Alice.

Long Ranged attack. Flaming vorpal blades explode on impact and can set foes alight. Can be aimed while in use, but not stopped once initiated.

1B

OPTION ON ACTIVATION • BURST ATK
SCORCHING BLADE



Vorpall Blade turns into a large, flaming, two-handed great-sword variant, and Alice quickly cuts a vertical slice ahead of her, and then to the side in a wide arc, forming a flaming cross.

Medium range melee attack. Highly damaging, effective in 180 arc ahead of Alice. Cannot be aimed. Enemies catch alight and suffer DPS over time if not destroyed by the initial attack. **Quick Burst** attack in battle.

1C

OPTION ON ACTIVATION • BURST ATK
FIRESTORM



Alice erupts in fire and fury, sending a massive shock-wave of flame all around her. A flaming crater forms around her, causing a large fire trap that damages any foe inside of it.

Close Range burst attack. Extreme damage, but short range. AOE is 360 degrees with Alice at the center. Enemies catch alight, and are knocked back from the blast.

Once activated and initial attack is completed, the super bar/meter will deplete, allowing for a short, limited time-frame in which Alice's abilities are buffed. *Options for Alice during this state are:*

2A

OPTION DURING SPECIAL DURATION
SPEED DEMON



Alice's movement speed is significantly buffed, and all attacks are faster (Melee and Ranged attacks).

While Alice moves, *she leaves behind flaming trails* that can damage foes or set them alight. Alice will not suffer any damage from these trails while Inferno is active.

2B

OPTION DURING SPECIAL DURATION
MOLTEN STEEL



Alice's vorpal blade bursts into flames. All her standard attacks receive a significant buff in damage (x2.5) and all heavy attacks now cause an explosive knockdown effect.

This makes smaller foes explode when they are knocked down, or when they collide into other foes, or hit the ground. Each exploded foe leaves behind a *small flaming crater*, that can damage other enemies if they step inside them.

2C

OPTION DURING SPECIAL DURATION
PHOENIX



Alice sets alight, and her health constantly regenerates during the special state duration.

If Alice suffers damage from attacks during this phase, her *combo string is protected*, and any bonuses will not be negatively affected. Alice is not "invulnerable" during this stage, but her *constantly recharging health improves survivability greatly*.

DESIGN NOTE: Kills or large amounts of damage inflicted during these special states *slightly recharge the depleting special/super bar*, giving the player more time to use the ability.

THE SLUMBER

RAGE • SLUMBER ENCOUNTER #3

[ALICE: ASYLUM ORIGINAL AUDIO • "THE GATES OF RUTLEDGE" ARRANGED BY ALEX CROWLEY]

Alice stands, on fire with **RAGE**, before The Caterpillar sat atop his mushroom. *The scene is filled with heat and smoke.* Alice burns in rage, she lashes out in frustration, destroying a mushroom and sending debris flying.

CATERPILLAR

"Anger is a mask for all other emotions. Anger is without meaning. A fire that simply burns and destroys inwards, and outwards. What lies beneath anger, is what matters."



ALICE

"And what lies beneath?"

Caterpillar blows fiery smoke as the scene dissolves...

CATERPILLAR

"Truth"

THE GATES OF RUTLEDGE

PLAY MUSIC VIA YOUTUBE



"Hospital - 1863" The scene is presented in a dream-like style of muted colors and uncertain lines. Alice's avatar is solid and normal - wearing her nightgown - while other characters in the scene are presented as transparent specters - not solid; *unable to interact with; cannot touch or be touched by Alice.*





SOFT GATED AREA

FOLLOW THE STRANGE VOICES

We **PLAY**, as Alice has an outer-body experience. She is walking through a memory. Alice watches a past version of herself act out her own memories.

This past version of herself is younger than Alice is now. This is an 11-year old Alice, a younger child. ***The Child of Fire.***

Like a macabre play, Alice follows as the scenes unfold around her. Following the small ethereal memory of Alice, The Player is pulled through the scene. Flashes of Alice taken from her burning home to the hospital. On a stretcher and tended to by nurses and doctors.

Alice's internal voice narrates, distorted and broken:



ALICE

"I don't know what they expected of me. A world blown apart in the span of a night. I was bruised and burnt. At the hospital, they treated my obvious wounds. But left unattended the damage they could not see."

We **PLAY** as Alice explores the corridors of the hospital, weaving a path that ends at Alice's room. Here we see our first glimpse of the family doctor and another unknown figure: ***Bumby and Radcliffe.***



ALICE

"That man... The centaur?"

A **tell-tale glimmer of Bumby's glasses** in the darkness mimic those Alice saw in her past Slumber encounter in her burning home.

Alice encounters the younger memory of herself. The player watches, as the memory of Alice is on her bed - seemingly unconscious. A shadow form violently shakes from within her small, unmoving body - her face rising upward in a ghastly scream.

Voices are overheard...

CHILD OF FIRE



NEW CHARACTER ENCOUNTERED





DR. ANGUS BUMBY

*“Ha. The fools think it’s a **miracle** she survived.”*

“She’s young. Pliable. A fresh canvas ready to be painted. An event like this will be naturally suppressed - a survival mechanism. I will make sure of it...”

WILTON J. RADCLIFFE

“A miracle. Pff. If only they knew the meticulous level of planning and execution in the dance. Our little dove lives another day. To what tune will she sing?”

“You had better be right. Not only her survival depends on that Angus.”



ALICE (TO HERSELF)

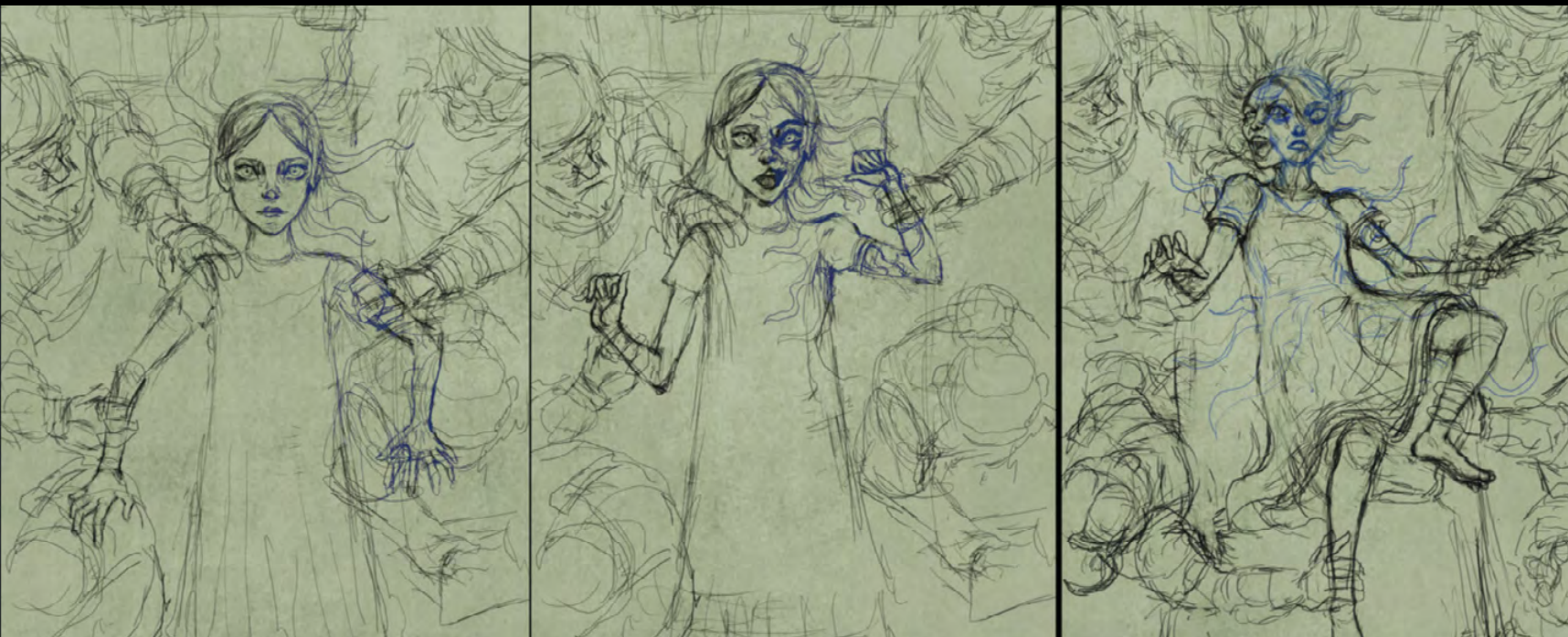
*“Radcliffe... and Bumby...the centaur. **I know these men.**”*



Radcliffe shakes a **Black Notebook** at Bumby for added emphasis.



The scene cuts, and we see flashes of violence - Alice fighting the doctors and nurses. The Shadow Self lashing out from the child’s body. Police visiting her room, notebooks in hand. **Alice stabbing a doctor with a scalpel. The Shadow’s face imposed over the child’s.**



ALICE (TO HERSELF)

*“In my silence the **RAGE** grew - a hysteria of unbelievable power. As it took over, the anger began to appear as a madness. And from that madness blossomed a bouquet of accusations. And the more they accused me, the more that anger grew. **Until...**”*



The scenes of violence warp, and dissipate. **A deathly quiet new scene begins.**

Alice sits, rocking backwards and forth. **She is mentally broken in her Asylum cell.**

She speaks to herself. **She is alone, but accuses and argues with herself as if she is two people.** Two halves of Alice’s psyche are locked in conflict with one another.



ALICE (TALKING TO HERSELF)

*“You stupid little girl. It’s all your **FAULT**. It’s all your **FAULT** they’re **DEAD**. It’s all **YOUR FAULT WE’RE HERE**.”*

“No, I didn’t know, I couldn’t do anything, I tried to save them...”

*“Liar. You are too weak. Too weak to do what must be done. You have no **PURPOSE** here. No strength. I only hear the moans of a blind, worthless child.”*

ALICE (CRYING)

“I don’t want to be here. I want to go home...”

“There is no home for you here. This is my fight. And you are in my way.”

ALICE (THROUGH GRITTED TEETH)

“I will leave you behind. You are too weak to walk this path.”

“Please... Let me come with you.”

“No. You cannot save us. Just like you couldn’t save them.”

“But, I will save us. Alone. And away from your damned naivety.”

“Go away. You are not welcome here.”



Alice's eyes darken.

In a scene reminiscent of a spiritual possession - Alice crouched in a corner surrounded by nurses and orderlies - **we see the Shadow split from the Child Self** - *the critical moment of separation where Child Alice is sent to The Circus, deep within the Snow globe and **Shadow Alice** becomes the dominant personality, in Alice Liddell.*

ALICE (TO HERSELF)

"You sent me to a new Asylum. One of my own making. It was decided I would not survive our cruel reality."



As the ghost of the child's spirit falls to the ground into darkness... **The Shadow takes over and Alice's body springs like a feral beast toward her oppressors.**

Flashes of the Shadow and Child's face merge as Alice screams, cries, and stares vacantly with darkness in her eyes. *Dark ooze runs from her mouth, and drips from her eyes. The scene cuts to black and ends with... a whisper.*

THE SHADOW

"Play your useless games, child..."

Shadow Alice's warped inner voice narrates, *blending between voices of **the Shadow**, and **Alice** herself;*

THE SHADOW

"We are one and the same. Two halves that form the whole..."

ALICE (TO HERSELF)

*"...And I wasn't strong enough to carry our burdens. The gentle and hopeful part of me was severed. I was left behind in the darkness. **Forgotten, forever.**"*



CROQUET FOREVER

ANGER & JUDGMENT REALM • PLAY YOUR CHILDISH GAMES



OBJECTIVE: WIN THE GAME - PLAY BY YOUR OWN RULES • FIND THE QUEEN



Alice falls. Her scream grows louder until her dress pops open and she floats gently to the ground below. A large wooden sign announces *“Welcome to Croquet - Play Forever.”*

We **PLAY** as Alice navigates a series of platforms, pulling switches and engaging levers to progress. A crowd of rabble is heard in the distance. As Alice approaches, it is revealed that a motley assortment of other Wonderland inmates are here - and have been here forever. They appear lost, mismatched, and bicker endlessly amongst each other.

They each wave **croquet mallets** around.

Fish-people, derelict and broken chess pieces, frogs walking upright on their hind-legs, a Peacock and some disgraced Card Guards all fight amongst themselves. They do not notice Alice floating to the ground behind them.



Within earshot of the crowd, a **cut scene** plays out.

Alice witnesses the mob **surrounding a single Wonderland citizen.** A **Fish-Person**, complete in top-hat and smart (yet worn) attire begs for mercy from the crowd. *The crowd surrounding him is in an uproar.* They scream at and prod him with their Mallets. A raucous symphony of angry accusations of “You Lost!” “You know the rules!” “Punish him!” “Last place!”. He has no replies, and instead only cowers under the accusations, nervously fidgeting with his top-hat, now in his flippers. His large eyes dart about, as he eyes an escape. **There is none.**



As Alice approaches, she can only watch in horror as the Fish-Person is quickly picked up, held in the air, and bent in half by a burly Rook chess piece. As the Fish-person's **spine snaps**, the crowd cheers. His flippers, head and feet are wedged into the ground, forming a **fresh new croquet wicket on the course.** On closer inspection, all wickets on the course are formed by the **corpses of former players.** A multitude of Wonderland citizens, of all shapes and sizes litter the course in *varying states of decay.*

The players cheer again, and assume their starting position. Alice, stands dumbstruck.

No time to explain, the match is starting. We **PLAY** as Alice is handed a **Croquet Mallet** and told to get to her starting place. With no one in charge, the motley crew operate with the miserable precision of performers who have completed the same routine beyond count. The players eye Alice suspiciously as she rolls the mallet in her hands.



The **Croquet Mallet** allows for trick shot styled ranged trajectory shots. It's perk is centered around “shock” and can electrify and stun enemies. It's secondary fire *lobs bouncing hedgehogs*, which ricochet off walls and obstacles until they connect with an enemy, impaling them on their spines.

Alice, staggering at the revelation of how she came to be here, does not want to play. She has other things to worry about, and must escape.





ALICE

"...I don't want to play these games anymore...
But if I must. I'll play by my own rules."



HARD GATED AREA

CROQUET FIELDS
OVERCOME ALL COURSES



With no clear way forward, Alice **MUST** play. We **PLAY** as Alice engages in an epic game of Croquet played across a landscape of floating islands. This game mixes some of the traditional rules with elements of *racing*, *combat*, and *surreal nonsense*. It's broken into Chapters that **increase in difficulty from Tutorial to Final Test** - giving Alice a chance to improve her abilities before progressing to more challenging sections.

It's explained to Alice that no one ever "wins" this game because the other players are always offered a chance to thwart the success (escape) of their fellow inmates. If they would work together they might escape one by one - but no one is ever willing to let that happen. And the situation is made more urgent by the fact that The Chaos is slowly overtaking this area. Bickering inmates squabble endlessly even as they are consumed by chaos. The dark miasma spreads in a similar fashion from what Alice saw in the Courtroom. She knows she must escape.

Alice brings more than a croquet mallet to the battle. We **PLAY** as Alice uses her other weapons and skills. She manages to "**cheat**" her way to victory (*the first the croquet game has ever seen*) and earns herself "**A Pardon**".

As Alice retrieves the pardon, *she begins floating upwards*, back towards the familiar sky of the Queen's Domain. As she looks down to the other players, Alice calls out;



ALICE

"You're all hopeless! If you opened your eyes and worked together, you could escape this terrible place too!"

The other contestants of the game simply look up, pause, then resume smacking one another with their mallets. They squabble until they are all consumed by Chaos. Alice shakes her head, and focuses on her own path.



ALICE

"Not everyone can be saved. But, you'll do nicely."

Alice holds onto the hand of her Rabbit, and looks down at him. The Rabbit squirms excitedly in approval as Alice steadies her resolve, gazing at the sky.

- CHAPTER END -



QUEEN'S DOMAIN CRITTERS



CHAPTER SUMMARY

LEVEL
2.3

LEVEL 2 • ACT 3

CROQUET FOREVER

ANGER & JUDGMENT REALM • PLAY YOUR CHILDISH GAMES



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

CROQUET MALLET

RANGED TACTICAL
COMBAT WEAPON
HIT STUN ENABLED



WEAPON LORE

Obtained from playing gristly games. A unique, tank/turret/tower defense styled ranged attack that offers technical and tricky combat options. Effective crowd-control (stuns) are possible if Alice balances the high-risk, high-reward scenario when it comes to aiming and firing the weapon.

WEAPON QUIRK 1



WATCH YOUR SWING

Shot velocity and distance is dependent on strength and angle of shot. Unique UI required for firing projectiles from stationary position.

WEAPON QUIRK 2



SHOCKING IMPACT

Connecting shots with the primary mode of fire stuns enemies and electrifies them for a short time. Can be used to power "electrified" locks and ports in puzzles.

5

CROQUET MALLET

UPGRADE DESIGN NOTES & CONCEPTS

Enhance Tactical Application - Unlocks Improved Attack Potential Upgrades to Croquet Mallet include; increasing the amount of ricochets before the projectiles expire, increased stun duration, damage output increase and the ability to chain the stun mechanic to close-by enemies. Alternate fire upgrades introduces a spread shot of 2, then 3 Hedgehogs once fully upgraded and charged.

I.



SIGNATURE ATTACK TRICK SHOT

Alice lines up a shot with the Croquet Mallet that launches an **electrified ball** flying in her chosen trajectory.

The Croquet Mallet must be aimed and shot while Alice is stationary. It cannot be fired while Alice is in motion.

Shots will bounce off walls, and enemies, until the ball explodes, stunning and electrifying each enemy it connects with.

1

/

12



ATTACK RESOURCE

Croquet Balls. Limited resource. Shots are replenished by pickups located in the environment.

II.



ALTERNATE ATTACK HOG WILD

With a longer charge up time, and replacing the croquet ball with a **willing hedgehog**, Alice will rocket the small hedgehog into the fray. He will barge into enemies, skewering them with his quills.

Takes longer to shoot, the projectile is larger, travels slower, and **does not stun** enemies. Shot will *ricochet* less and cause a much higher damage output than a regular shot if it connects.

3

/

12



ATTACK RESOURCE

Hedgehog Skulls. Limited resource. Shots are replenished by pickups located in the environment.

2.4

LEVEL 2 • ACT 4



NEW AREA



THE ROAD TO ROYALTY

ANGER & JUDGMENT REALM • FURIOUS & FURIOUSER



[SYMPHONY NO. 5 - ALLEGRO CON BRIO (BEETHOVEN)]



A scene opening **cut scene** plays as **Alice (A)** and her Rabbit companion land safely on their feet, back in the Queen's Domain. **The Knave (TK)** is waiting, once again. He doesn't quip at Alice this time. But still looks bored. She walks up to him confidently. They all stand at a crossroads with signs pointing "Play Again" "Play Again" "Play Again" in all directions.

TK <deadpan> "You passed through Judgment... So, not guilty, Alice? Hooray."

He stares, and nonchalantly throws a half-hearted wad of confetti about, along with a few loose cards. They flutter to the ground, and the Knave makes no attempt to retrieve them.

A "It's clear one can be guilty of many things and yet still walk about freely. Am I to believe there is no justice except that which we make for ourselves? Or, that we simply make excuses for ourselves, perhaps?"

TK "Don't flatter yourself. It's rare, but we've had this discussion before. And it still bores me. Whatever answer you deem sufficient, it will not matter to The Queen. She is powerful. Simply... **Too powerful.**"

The Knave's expression freezes in fear, only for a moment. His eyes glaze. But, he snaps out of it and continues nonchalantly.

TK "Besides, the judgment of The Court and the action of her fury are no more bound together than your head to your body when she wishes it removed! You don't have to go back to the Circus but at least... don't continue on this path anymore. The path is impossible. Please. It's madness!"

A "Impossibility and your interpretation of madness be damned. I'd rather live in my own delusions than in a cage. When you have a goal in mind any direction is better than none; besides, I have a guide. He seems far more useful than you."

Alice motions to her Rabbit Doll, who winks and indicates the direction forward.

We **PLAY** as a victorious Alice follows the Rabbit and navigates her way towards the Queen's Castle. Across a series of broken islands filled with despondent Card Guards and a constant threat of Chaos Creatures, Alice hops, floats, climbs, and battles until the Queen's Castle is in view.

Alice arrives at a ridge overlooking the final approach to the Queen's Castle. The Knave is already waiting for her. He appears surprised by meeting Alice here.

A "No confetti this time?"

TK "I'm fresh out. And we're still talking... And you're not bleeding. You're still here. **What is this...**"

The Knave snaps to attention.

TK "**Alice, something is different.** The way forward is a battleground. The Queen's forces are under attack from all sides. The Court of Judgment itself is corrupted, and now wages war against the Queen! Even if it were wise to see the Queen, you cannot make it across this impassable obstacle Alice! Darkness is everywhere! Look at it..."

A "Words defeat intent more often than actions. And, I've had quite enough being told what I can, and cannot do for my own sake or safety. I'll let my actions speak for themselves, thank you."

The Knave begins to speak, but is cut off as Alice leaps into the fray. He is left frantically consulting his cards.





We **PLAY** as a **DETERMINED** Alice follows the Rabbit Doll through a series of **floating islands** containing *chunks of hedges, trenches, wrecked walls, and toppled towers*.

An **epic battle** rages between the **Queen's forces** and **Chaos Creatures** with a large representation of **Corrupted Chess Pieces** among their ranks. Fighting across numerous combat arenas, and precarious platforming, we **PLAY** as Alice frantically dashes across

the shattered hell-scape. **The Card Guards** desperately *employ cannons, firebombs, and other heavy weaponry* to keep the **Chaos Creatures** and **Corrupted Chess Pieces** at bay. They are failing.

The scenes of near random destruction explode around Alice, making a haphazard and **constantly changing path** for Alice to find a way forward.

Pressing closer and closer to the **Gates of the Queen's Castle**, Alice spies a platoon of Card Guards **raising the drawbridge**, her only point of entry to the Castle, and only respite from the battlefield around her.

With hordes of Chaos creatures now pursuing Alice and the Rabbit, we **PLAY** as a series of **cinematic QTE transpire (Quick Time Events)** take place. Alice must *dash across the bridge, dodging attacks*

from her pursuers, evading incoming cannon fire, and eventually leaping from the Chaos infested crumbling bridge as it raises, sending dangerous debris falling down behind her.

As soon as Alice and her Rabbit passes the Castle threshold, a **portcullis of red tentacles seals the gateway behind her**, the flesh solidifying and preventing further Chaos from entering the Castle.

- CHAPTER END -



2.5

LEVEL 2 • ACT 5

NEW AREA

THE QUEEN'S CASTLE

ANGER & JUDGMENT REALM • HALL OF ECHOES



OBJECTIVE: EXPLORE THE QUEEN'S CASTLE • SHE CAN'T BE FAR AWAY...



The echo of cannon-fire dims as Alice wanders the monolithic marble corridors of the **Queen's Castle**. Hordes of *gravely injured or slaughtered Card Cards* litter the halls.

Blood is everywhere. Alice's cavalier attitude is tempered as she witnesses the realities of unbridled Chaos. Kneeling down beside a **dying Card Guard**, Alice speaks.



ALICE

"Such despair. Such suffering. For what?"

The Card Guard grips Alice's arm, pulling her closer.

THE DYING CARD GUARD (PAINED SPEECH)

"Chaos cannot be allowed to rule, Alice. It's outside...
Sleeping in..."

"Once Chaos reigns inside our own walls, Alice, all is lost."



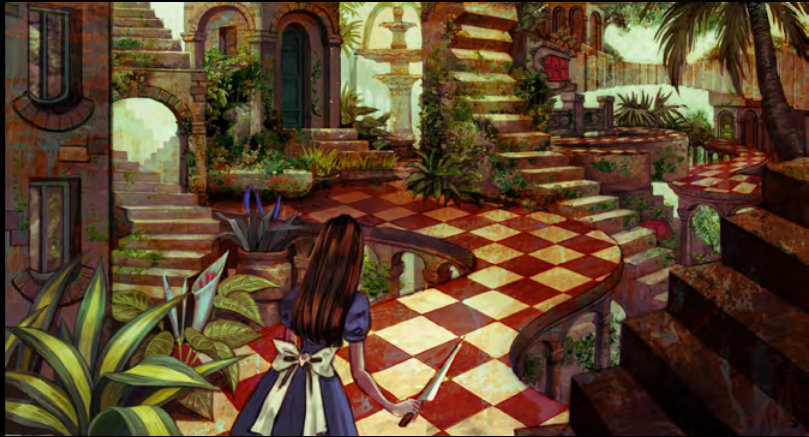
SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

2.5 ANGER & JUDGMENT REALM - THE QUEEN'S CASTLE • HALL OF ECHOES

Artwork • LEFT PAGE - Queen's Castle Gates: Joey Zeng, RIGHT PAGE - TOP LEFT - Castle Entrance Hall: Adam Narozanski, TOP RIGHT - Castle Rookery: Joey Zeng.



A **deep and fearsome bellow** is heard echoing through the halls, followed by more screams. The Card Guard's *eyes widen in fear*, as he succumbs.



THE DYING CARD GUARD



"We're all too late..."

Leaving the dead guards, **we PLAY** as Alice explores the labyrinthine halls inside the Queen's Castle. Regal cloth of blood red drapes from the ceilings, tattered and swaying in the breeze. Alice's footsteps clack across the marble floors. Encountering locked doors, Alice will need to locate the correct keys in order to progress.

Encounters with Chaos will occur, as the corrupted forces ambush Alice in the halls. Crashing in through windows, breaking walls, or springing from the shadows, the Castle interior is riddled with strife. *Infested Card Guards, Chess Pieces and Queen's Court Chaos creatures roam the halls.*

BOOJUM CHOIR LEADER

NEW ENEMY

MOVEMENT & ATTACK NOTES

Flying through the air, and attacking using their screams, **Boojums** are a terrifying threat that can appear from areas others cannot. Ambushing Alice from above, some Boojums attack in packs, while others are lone drifters, seeking prey in the dark corners of the Queen's castle.

Boojum Choir Leaders are a rare and high priority threat that can summon hordes of Boojums to aid them in battle. Destroy the leader of the orchestra to ensure there is no encore.



BOOJUMS

NEW ENEMY



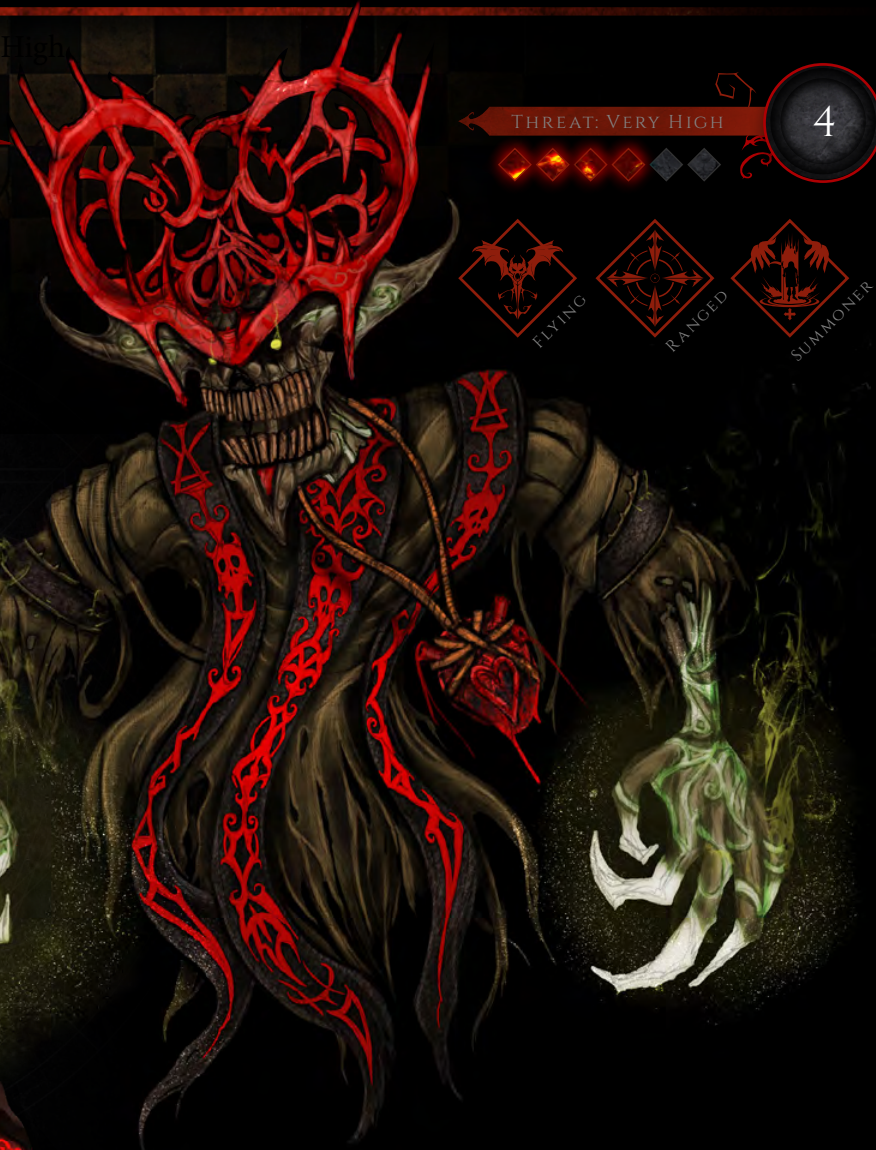
THREAT: MODERATE

2



THREAT: VERY HIGH

4



ROYAL MIMICS

NEW ENEMY

THREAT: VERY HIGH

4



MOVEMENT & ATTACK NOTES

Throughout Wonderland sit *strange cannisters*. If Alice can **find the key** to open these items, she runs the chance of finding a reward, or coming face-to-face with dire consequence. There are often more cannisters than there are keys, facilitating rolling the dice with risk and reward.

Mimics populate Wonderland, stemming from the mistrust Alice has of her own mind. Opening the wrong cannister will spring forth a beast. They move with blinding speed, spider-like crawling and are able to traverse walls. They attack with swiping razor claws and gnashing teeth.

CHAOS CORRUPTED CARD GUARDS

NEW ENEMY VARIANTS

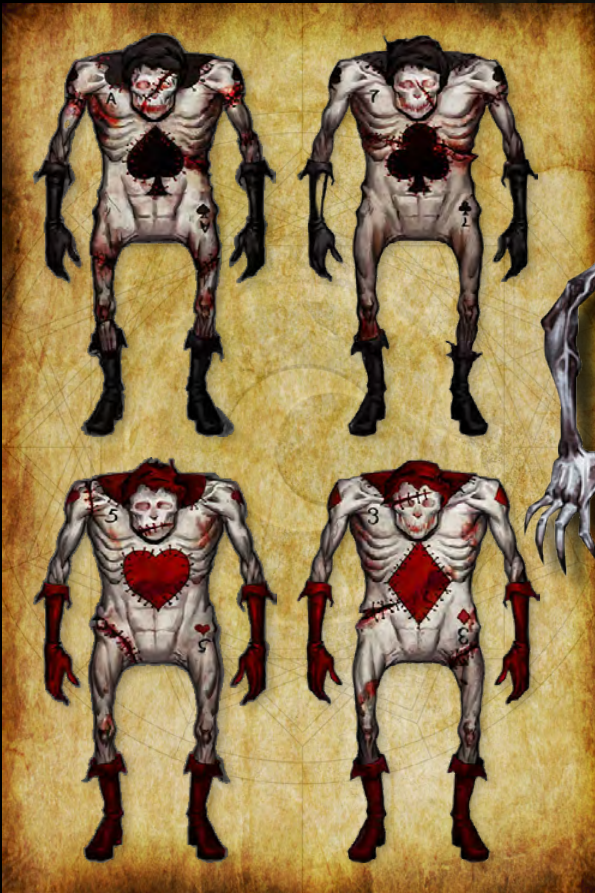
THREAT: HIGH

3



MOVEMENT & ATTACK NOTES

Formerly loyal and protective guardians of the Queen's Guard, these corrupted minions now spread chaos and deceit everywhere they step. Attacking Alice with a range of spears, either from close-range or afar, these Guards are also defensive specialists, requiring strategy to beat.





Combat and platforming sections are spaced between **stealth and high-horror** themed sections. In dimly lit and near pitch-black areas, Alice will need to outsmart and navigate past a gigantic **Chaos Corrupted Executioner**. *A massive, invulnerable card guard, infested with darkness*, his location is broadcast to the player by his tell-tale scrape of his scythe along the floor and guttural roars in the darkness.

Engaging, bumping into, or being found by the executioner results in a swift and brutal failure for Alice and her Rabbit. Success requires evasion, spatial awareness, decoys, and luring the Executioner away so that Alice may pass.

Eventually, she is discovered in a tower in the Castle by the fiend.

With her escape barred, Alice will be forced to face the Executioner in combat. **We PLAY** as a *mini-boss battle takes place*. With Alice's weapons largely ineffective against the brute, Alice will need to

destroy the floor around her, dropping massive chunks of debris down onto the Executioner, while evading his attacks.

Crashing through layers of the floor, deeper and deeper, Alice will eventually completely destroy the floor from out beneath the both of them. **A cut scene** will play, showing the corrupted executioner falling into the deep in a near-endless abyss beside Alice.

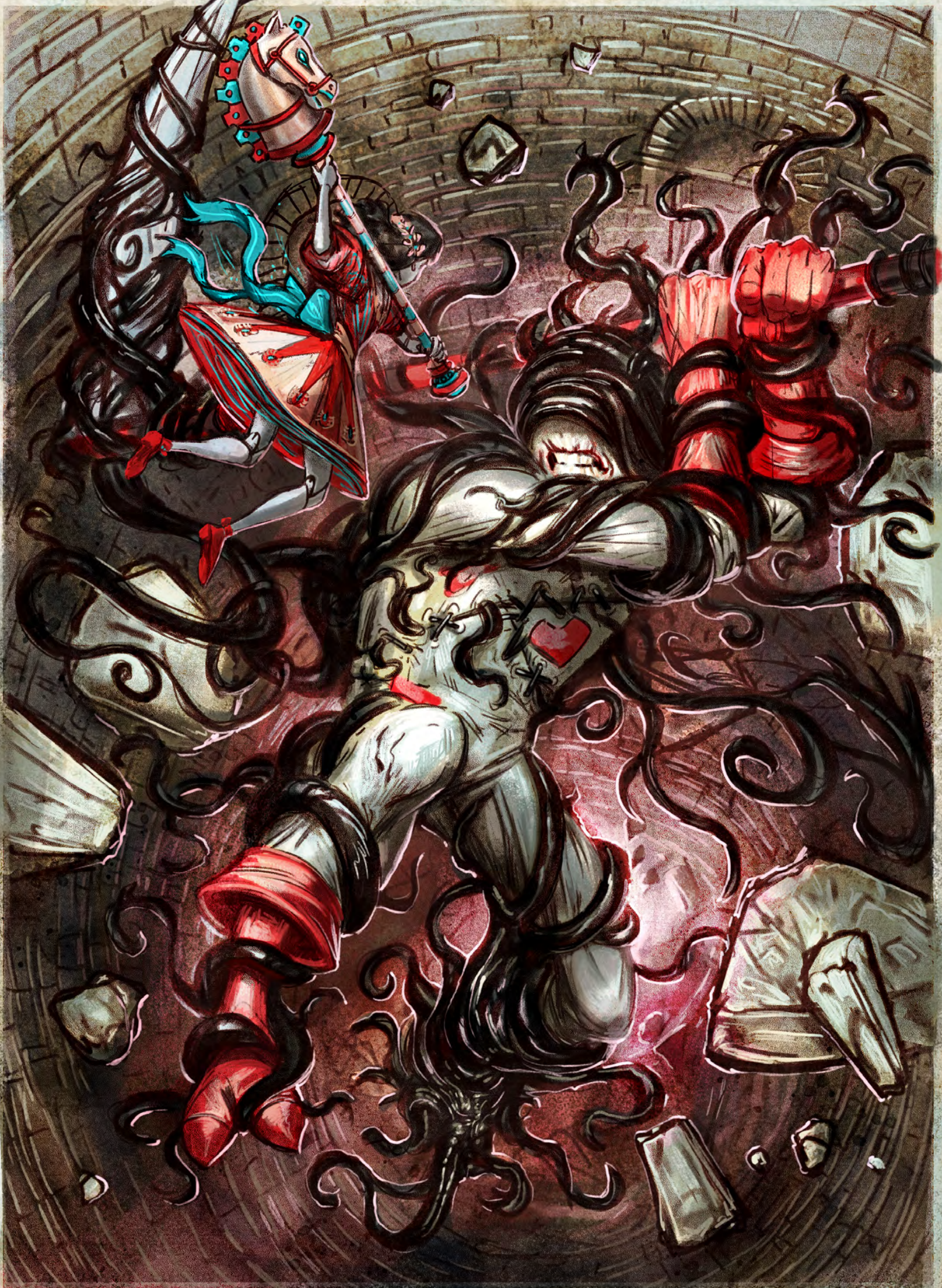
While she deftly floats to her feet into *The Depths of Queen's Castle*, the Executioner's gigantic body splats into chunky gibbs as it slams into the marble. As the Chaos dissipates around Alice, the Executioner's gigantic Scythe also shatters, effectively ending his threat.

Dusting herself off, a lopsided sign rots above the entrance where Alice lands: *The Dungeons*.

EXECUTIONER • PARTIALLY CORRUPTED



EXECUTIONER • FULLY CORRUPTED





SOFT GATED AREA
ESCAPE THE DUNGEONS

LEVEL 2 • ACT 6

NEW AREA



2.6

THE DUNGEONS

ANGER & JUDGMENT REALM • DEEPEST SECRETS



OBJECTIVE: ESCAPE THE DUNGEONS • FALLING INTO DARKNESS...



A scene opening **cut scene** plays as **Alice (A)** and her Rabbit examine their surroundings in the depths of the Dungeons underneath the Queen's Castle. **The Knave (TK)** is waiting, once again. His demeanor is jittery, scared and uncertain. A conversation unfolds between them.



TK *"Alice. You're here! Don't you see? You are not safe. Look."*

The Knave shows Alice cards in his hand. No matter which card he retrieves, all are "death" Tarot cards.

TK *"The Chaos has breached the walls. Continue and soon, it will breach your mind. But there is no way back now. You are beyond a point of no return."*

A *"I don't care what you or your cards say. I don't intend to return. I only know I'm getting further ahead. To what exactly, I am uncertain. All I know is I keep encountering Chaos. Monsters. You. This would all be a lot easier if you'd just take me directly to The Queen. You obviously know the way, having met me at every turn. How did you get here? Tell me."*

The Knave assesses Alice. He reshuffles his cards, and they are once again out of sight with a sleight of hand flourish.

TK *"We're still playing Alice. I'm not meant to show you ALL the cards I am holding. That would be cheating. I still have my role to play... If I reveal the ending, she will take my head instead."*

The Knave shudders, and looks down the Dungeon halls.

A *"One way or another, I'll see this through. With, or without your help."*

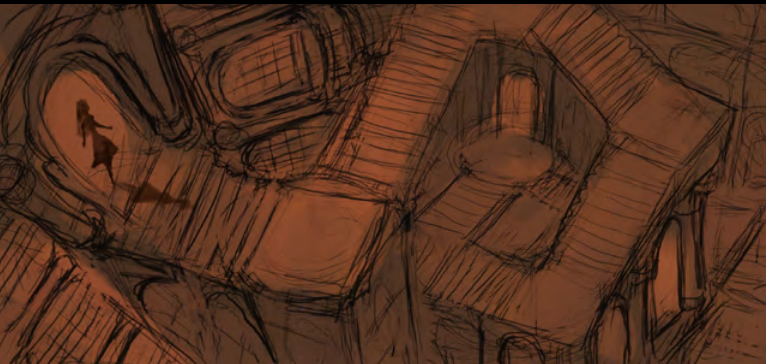
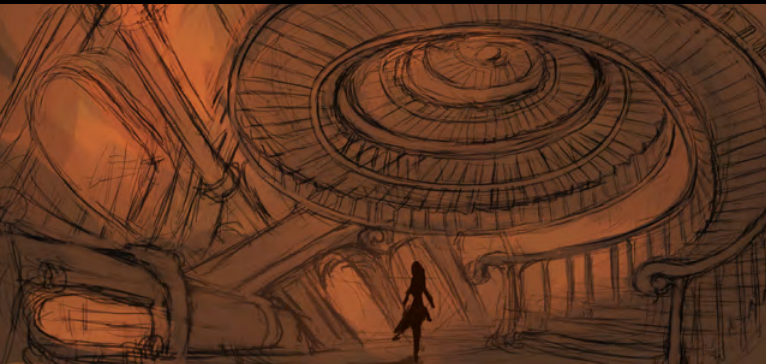
TK *"My help? My help comes from steering you away, Alice. That's what I'm meant to do. **You don't make it this far.** The odds of this happening are impossible. Through the Dungeons, no one knows the right way. I have only heard you must now make your way upwards to survive."*

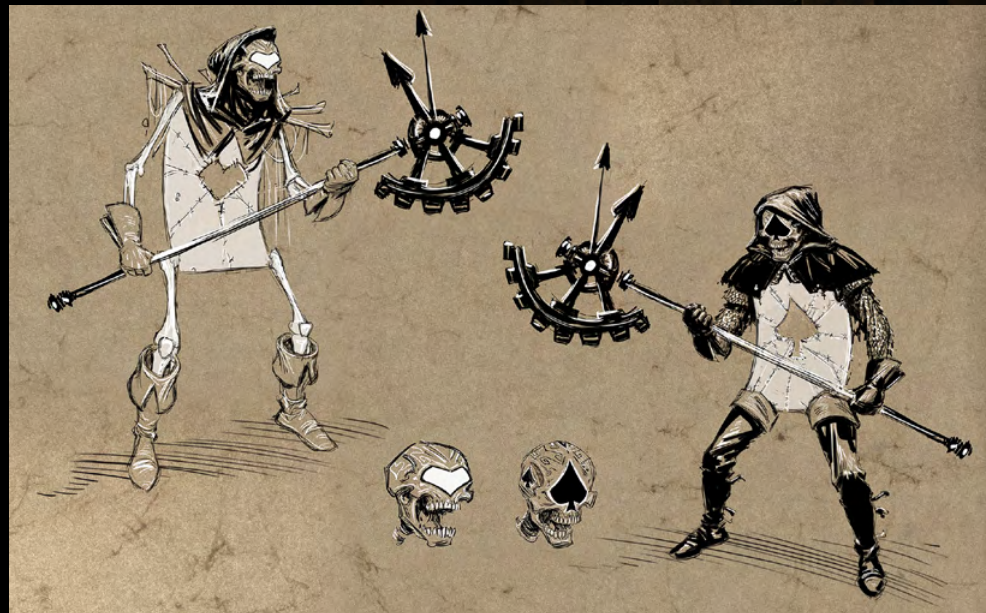
A *"It would appear, after a deep fall, the only way to go is up."*

TK *"There are no bars keeping the prisoners here - only anger and confusion. These cells aren't meant for you."*

A *"Then who are they meant for?"*

Alice steps through the door. As soon as she does, a **thick, rusted iron portcullis slams behind Alice**. The Knave and Alice are separated once again.





MOVEMENT & ATTACK NOTES

Card Guard Wardens are elite vanguard assigned to monitor the dungeons. With modifications of fire, they burn bright in the darkness, and will not hesitate to incinerate anyone who dare to break the Queen's rules.

THREAT: VERY HIGH



4





Above, the architecture spirals in a surreal mix of staircases, doorways, alcoves, and flying walkways. There is no clear sense of up or down, **non-euclidean geometry** forms a spectacle of gravity defying spatial puzzles.

HARD GATED AREA

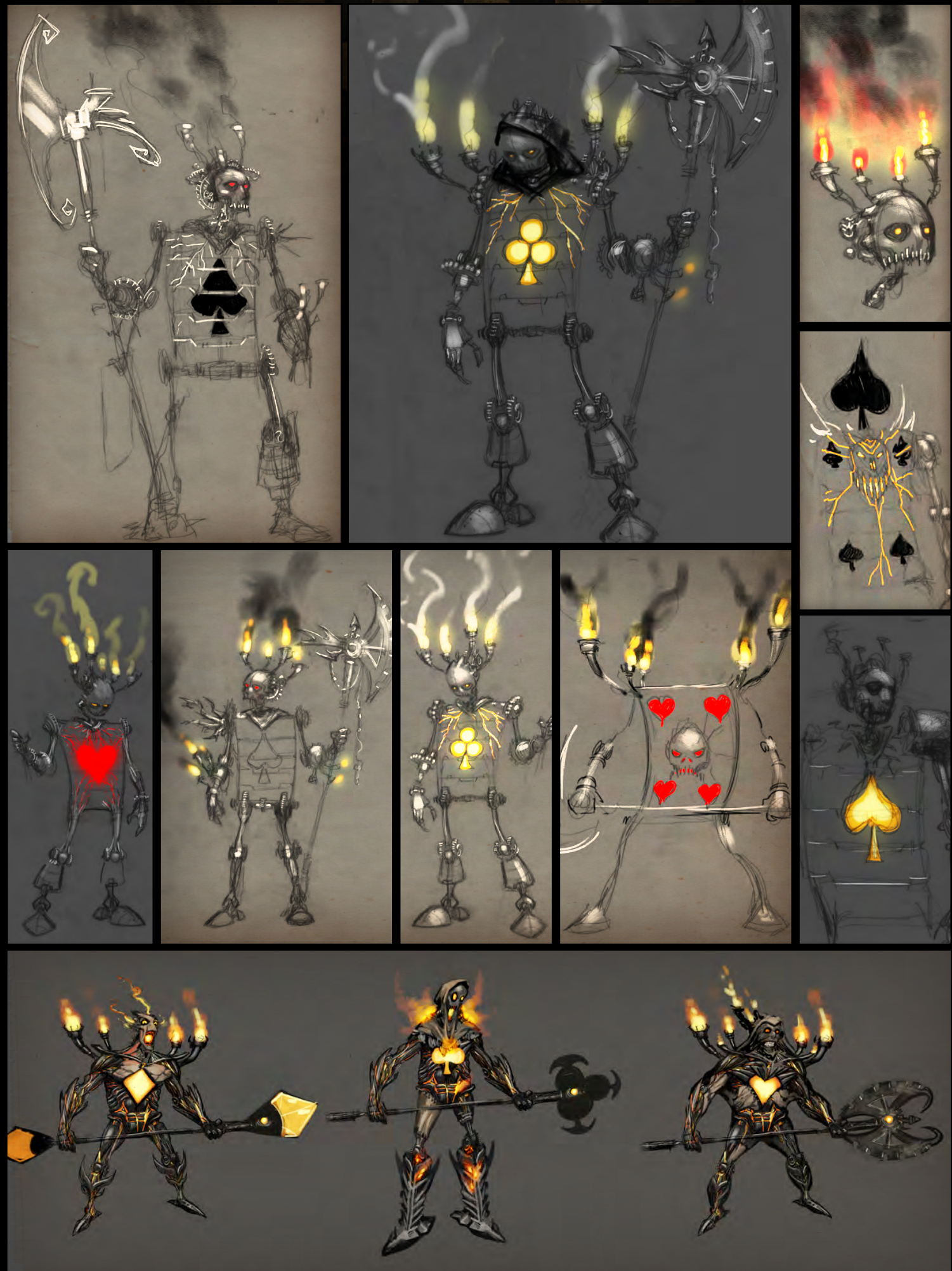
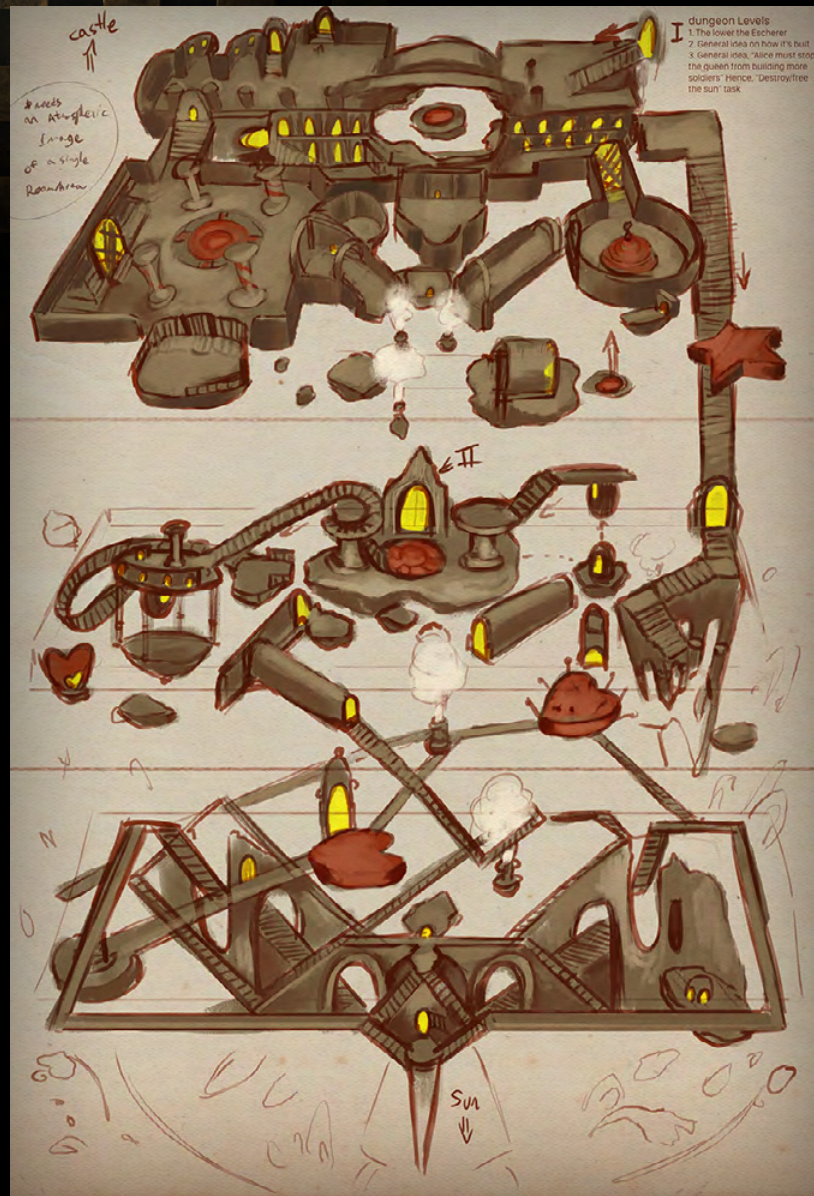
CORRIDORS OF MADNESS
NAVIGATE THE DUNGEONS

Undeterred, we **PLAY** as Alice navigates the multidimensional labyrinth of stairs and walkways seeking higher ground. The lower levels contain the most confused paths - and also the most confused prisoners. **There are Insane Children; nightmarish Nurses and Doctors; and random Wonderland creatures.** Trapped in madness, they ignore Alice as she moves upwards past them. *[These represent targets of Alice's anger that least deserve it. Pure innocents who had nothing to do with her trauma.]*

Angry Red Light illuminates this area in shafts and pools - some static, some moving. When Alice attempts to move or fight while inside these pools of light the result is erratic and unpredictable. Shots fired forward slice off at wild angles. Jumps in one direction send Alice flying in another direction. The only way to make sure of the result is to **avoid the Red Light**.

Upon reaching the **2nd Level of the Dungeon**, the paths and walkways become less confused.

We **PLAY** as Alice navigates through the 2nd level. The middle level contains a mix of abstract, angry characters - Asylum Orderlies; Dinah The Cat; and faceless, shambling representations of Alice's family.



MOVEMENT & ATTACK NOTES

Lurking in the shadows, **Scrapers** lay in wait as still as statues.

Asylum Scrapers will spring to life if they are touched, attacked or if Alice makes enough noise to rouse them into aggression.

Clockwork variants of the enemy move along areas of the Dungeons in set patrol circuits. These enemies will fall into their passive state once the crank on their back has finished spinning, allowing Alice safe passage around them. Once they crank themselves back up again, the Scrapers will continue along their grim patrol.

Sound plays a key role in identifying their location and state. The tell-tale scrape of their bladed arms along the ground gives Alice a chance to pinpoint their location as they move. The breath and shrieks of the Asylum variant position them in the darkness. The sound of gears and click of the Clockwork variants alert Alice to their location if she cannot see them.

Once they have Alice's in their sights, they will pursue her relentlessly, only stopping if either of them dies, or Alice manages to evade them.



THREAT: VERY HIGH

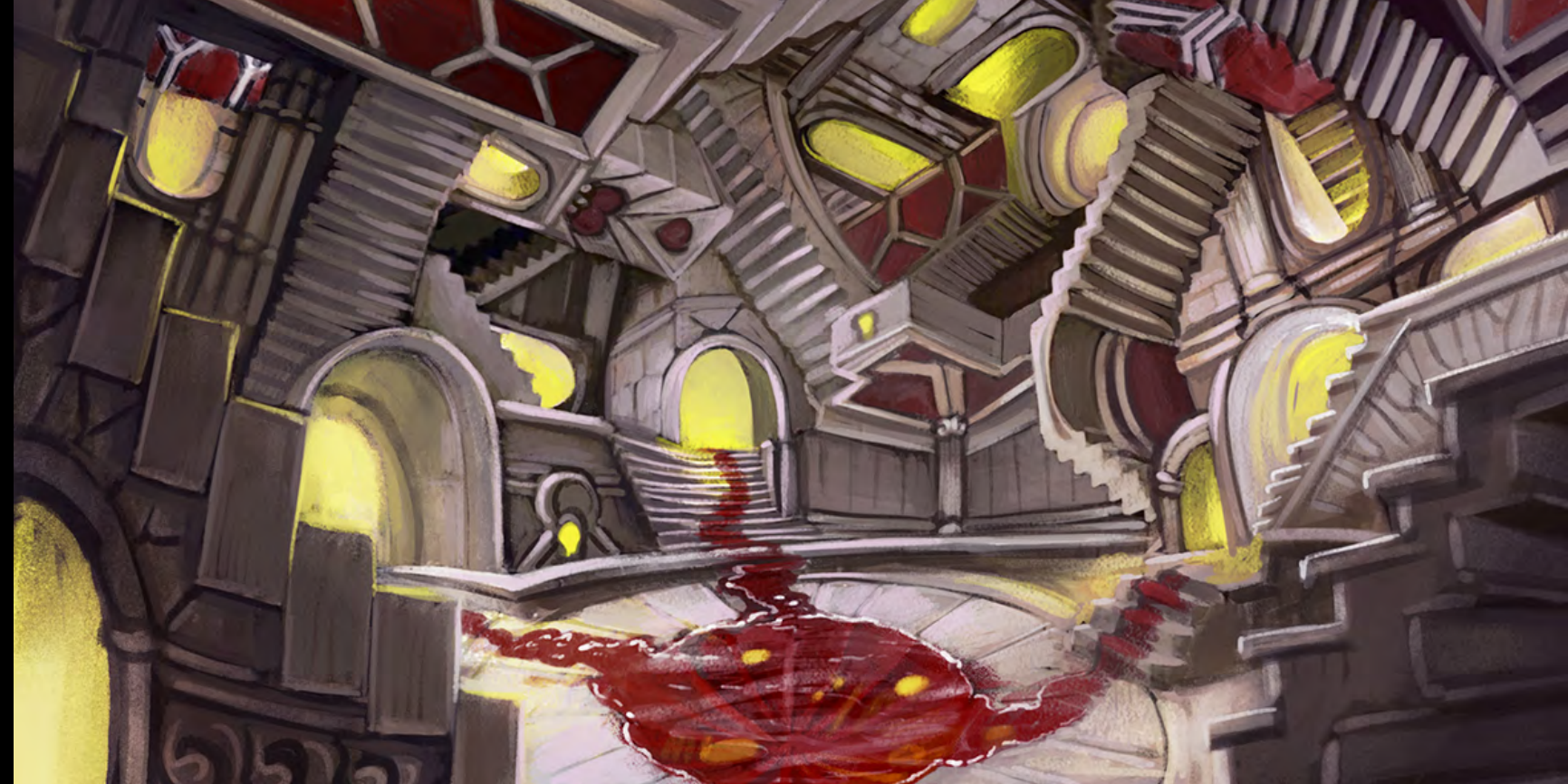
4



CLOCKWORK VARIANT



ASYLUM VARIANT



Chaos Creatures appear here in small batches, taking over the inhabitants of this level and forcing Alice into battle. *[These prisoners represent targets of Alice's anger closer to the core of her trauma.]*

Upon reaching the **3rd Level of the Dungeon**, the paths and walkways take on a museum-like appearance. Prisoners are here willingly and they place themselves on pedestals where they are constantly bathed in **Angry Red Light**. Alice sees macabre, twisted representations of her sister, Lizzie; **Pris Witless** (an elderly, cunning nurse); and an *odd, multi-limbed Train Conductor* - his two eyes glint in the red light, a hint at **Dr. Bumby**. When turned into Chaos Creatures these characters transform into alternate, more twisted and violent representations of their relevance to Alice.

The final pedestal is found in a **massive cathedral-like room**, with a high domed ceiling. The room is empty, save for a small, ornate **mirror**, in the center of the room. *The frame is severely burnt.*

Alice stands a few heads above the mirror in height. Childish laughter, wind-up toy gears, and the tunes of a disjointed music box plays as faint echoes. *Fire can be heard crackling as Alice draws nearer to the mirror.* As Alice approaches, **a cut scene plays;**

Kneeling down to look in the small mirror, Alice recoils when she sees an **even younger version of herself in the mirror**. This girl's appearance is *the same as the memory Alice followed in the Asylum Slumber Memory Scenes prior*. **It is the Child of Fire.**

The little girl in the reflections stares back, and deftly steps out through the mirror. Face-to-face with her much younger self, Alice talks to her younger living reflection.





Alice (A), The Child of Fire (CF), The Shadow (TS) will engage in a conversation as a pre-cursor to a confrontation. The cinematic exchange takes place as follows;

A “Who are you? Why are you here?”

The small child talks with monotone glibness. Never breaking eye contact with Alice.

CF “I am a prisoner here. Like you. I have been kept her for a long time. I am the focus of her eternal anger.”

The girl from the mirror continues.

CF “You always blamed yourself for their deaths. Even now, a part of you still does. I am the part of you that was there... in the fire... I couldn’t save them...”

The younger girl starts to well up, black tears form in her eyes.

CF “She blames me. She thought it was all my fault. I couldn’t save them! She’s come back to find you too... I am just a memory of that time. I cannot change what happened...”

Another voice thick with contempt, with words as sharp as daggers cuts the air.

TS “And that pathetic little memory is just as responsible for my pain.”

Alice turns to find The Shadow, angrily approaching the younger memory, a warped ethereal blade in-hand.

TS “Blind leading the blind. If only you both knew how truly useless you are... Weakness...”

The Shadow says, looking at Alice.

TS “...and failure.”

The Shadow spits out the words at the tiny Memory.

With a blink, the Shadow dips into the thick miasma of shadow at her feet, and deftly reforms, reappearing behind the youngest girl from the mirror. The Shadow places a hand on the small girl’s shoulder. The little memory trembles in fear. Tightening her grip, the Shadow looks down at the small child. Through jagged teeth, she spits;

TS “Useless memories...”

CF “I’m so sorry...”

Sniffles the mirror child to the Shadow through her tears.

TS “...must be **purged** if we are to survive.



The Shadow’s clawed dark hand pierces the back of the child, tendrils and gnarled fingers protrude from her chest, as the **young memory manifested is consumed** and converted into a **Chaos Creature**. As the tiny memory *bubbles, gurgles and writhes in agony*, the Shadow challenges Alice.



THE SHADOW

“What do you know of my trauma? Of fire? Of death? Is it finally time for you to learn? Or, will you run back to the circus and play with your toys?”

“Stupid girl. More lies. I’m the reason you’re even here. You couldn’t have survived **WHAT I DID!**”

Alice drops her blade slightly. **The Shadow continues;**

ALICE (BRANDISHING HER BLADE)

“I am not afraid of you. You fear me...”

ALICE (BRANDISHING HER BLADE)

“We’ll meet again. Maybe next time you’ll speak some sense. I expect more from you than the ramblings of another pathetic, blind child.

At the provocation, Alice lunges forward, but the Shadow simply smirks, and *disappears in a cloud of smoke*.



BOSS
BATTLE

5

LEVEL 2 • ANGER & JUDGMENT REALM

NEW ENEMY

THE CHILD OF FIRE

CONFRONTING A GUILTY PAST • BAPTIZED IN FIRE

MELEE

CORRUPT

RANGED

GUARD CRUSH

FIRE

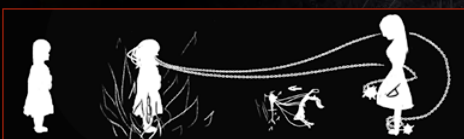
SWIFT

Child of Fire

Queen of Hearts

MOVEMENT & ATTACK NOTES

A ferociously corrupted memory from Alice's past, this visage is linked to the deaths of Alice's family in the fire. Attacking with rapid movements, and wall scaling abilities the chains that bind are also the chains that can break.



THREAT: EXTREME

5



HARD GATED AREA

COMBAT SECTION • BOSS BATTLE

DEFEAT THE CHILD OF FIRE

Turning to face the newly formed **Chaos Creature** from the body of the *Child of Fire*, Alice is faced with a *grotesque manifestation of suffering*.

We **PLAY** as a **combat encounter begins between Alice and the chaos consumed Child of Fire**. The *Chaos Creature* is a formidable opponent, a Mini-Boss capable of *extending long chain-like tentacles, using them for both attack, defense and rapid, spider-like movement*. The Chains also lash out, and **instantly transform** other nearby NPCs that pour in from the dungeons, into ferocious Chaos Creatures.

Alice employs all of her movement and combat skills to defeat The Child of Fire and other chaos consumed enemies. *Once defeated, a cut scene plays;*

The combat encounter with the corrupted Child of Fire ends with **a final, spasmodic chain lashing out to consume Alice**. Before it can strike, Alice's plush Rabbit jumps out in front of the strike, **and his body takes the blow**. *Chaos begins to consume the Rabbit.*



He starts to convulse in Alice's arms.

As the *Child of Fire* rears up to strike again, **red fleshy tentacles swarm around Alice and her Rabbit**, and they are *deftly whipped upwards, away from danger*. The flaming abomination screams wildly in the depths of the dungeons, remaining trapped far below.

Alice and her Rabbit rapidly approach the ceiling, and the dome over Alice's head opens up, and they are both pulled through the ceiling.

Hanging in mid-air by a mass of tentacles, they come face-to-face with the furious **QUEEN OF HEARTS**.

GATE

CHAPTER END



SOFT GATED AREA
ESCAPE THE DUNGEONS

LEVEL 2 • ACT 7

NEW AREA



2.7

THE THRONE ROOM

ANGER & JUDGMENT REALM • UNFIT TO RULE & UNABLE TO SERVE



OBJECTIVE: CONFRONT THE QUEEN OF HEARTS



A scene opening **cut scene** plays as **The Queen of Hearts (Q)** glares at **Alice (A)** atop her throne. **The Knave (TK)** is here, once again. His demeanor is panicked, confused and terrified. A tense and furious conversation unfolds between them all.

Q “What. Have. You. Done? You are not meant to be here!”

The Knave is beside the Queen, and he explains that Alice has refused to follow his instruction, never once returned to the Circus, and has allowed the Chaos to infest wherever she goes.

He babbles frantically, even mentioning that;

TK “...my words... My **CARDS** had always worked...but she’s never come this far before. The odds. They don’t add up. This is **NEW!** Your Majesty, **WE** haven’t had this conversation...”

Until;

Q “Silence, Knave! You will speak when spoken to. Your failure will be punished. And as for you...”

Her terrifying gaze fixates on Alice.

Q “...You will speak only the words that are deemed worthy of your place here. The words chosen for you!”

Alice retorts sharply;

A “My words, and my choices, are my own. And I have no desire to follow your script, your show, or your rules, **ANY MORE**. Damn that Circus, and damn you. I demand that you release me and my friend from this prison of lies.”

The rabbit mumbles and struggles, writhing in the tentacles, he is clearly suffering as the Chaos infects him.

Q “Release you? Little girl, we are here because of you! Because of your inability to grow. Because of your inability to learn. Because of your immeasurable failures, and your unwillingness to comply. **You are dangerous**. We are all but peons in your own Circus of Madness!”

A “I never wanted to be here!”

Q “The choice was not yours to make. We are forced to act in the place of a child. This is not your prison. **These walls are your own sanctuary**. You cannot face the dangers and truths in your being. You cannot best your own darkness. You never could. So you are protected. Shielded. Buried and hidden away from it.”

Q “And now... Your own **CHAOS** spreads freely to our world. This madness overflows unchallenged; destroying my beautiful roses and laying waste to my gardens! To what end?! To satisfy your endless curiosity!? No, you weren’t ready then. And you aren’t ready now. Already you’ve failed, needing my **direct intervention** to save you from certain destruction, once again.”

Alice looks down at the floor, chains and screams from the dungeons are heard clinking distantly.

Q “You toy with things you cannot possibly comprehend. **We are not YOUR PLAYTHINGS, child...**”

The Queen’s tone softens; if but for a moment;

Q “We have just as much to lose as you do...”

Alice opens her mouth to interject, but is muffled by a tentacle wrapping around her face. Alice is quickly disarmed, as the Vorpal Blade is wrenched free from her grip by another of the Queen’s tentacles.

Q “Must I say it again? **You can’t go free**. You’re here for your own protection. And no amount of pleading; no daring escape attempt has ever changed that fact.”

The Queen points at Alice;

Q “You will be returned to your place in The Circus, once again, immediately. Locked away. **Straight to your room, and no supper**. Ever again.”

To the Knave;

Q “For your failures in convincing the girl to return to the Circus, you will be relieved of your head!”

And then pointing at The Rabbit;

Q “And this Chaos infected rodent filth will be cast into The Dungeon forever!”

Members of the The Queen’s Card Guards move in to behead the Knave. He mumbles to himself as he drops to his knees...

CUT SCENE CONTINUES NEXT PAGE...



BOSS
BATTLE

6

LEVEL 2 • ANGER & JUDGMENT REALM

NEW ENEMY

THE QUEEN OF HEARTS

RULER OF QUEENSLAND • MONARCH OF LIES



MOVEMENT & ATTACK NOTES

The embodiment of Alice's anger and confusion, the **Queen of Hearts** is an extension of that same seething fury. Attacking like a puppet master *controlling a swathe of tentacles from her throne*, the Queen will viciously swat away anything who dares invade her tea-time.

With a range of attack cycles and combat patterns, Alice will require acute spatial awareness within the throne room to survive. The Queen will also summon legions of loyalist Card Guard and Boojums s to her aid, sending hordes of them to face the pointy end of Alice's blade.



THREAT: DEADLY

6

HARD GATED AREA

COMBAT SECTION • BOSS BATTLE
DEFEAT THE QUEEN OF HEARTS



TK “...All I did was follow the rules. The role chosen for me. This isn't how it's supposed to end... How could it end? What are the possibilities of change... **What cards are still up my sleeve?**”

The Knave's eyes light up. The Dungeons once again open up for the Rabbit to be cast into. The Knave grins. With a sleight trick of his hands he breaks free from the Card Guards grasp. As he does so, he dismembers his captors by hurling a flurry of razor sharp playing cards at them. The deck slices and dices until he is free. Alice is still restrained in the tentacles, suffocating. Lining up his shot, The Knave cuts Alice's vorpal Blade free.

The severed tentacle splats to the ground, as the Queen roars.

Q “Two-faced runt! How dare you break the rules!”

TK “We all must play with the cards we are dealt, Your Majesty.”

He mockingly bows, and Alice catches the blade as it spins in the air. Alice bursts into a rage and her Vorpal Blade snicker-snacks through her tentacle restraints.

A “Rules be damned. Time to make our own.”

The remaining Card Guards are eviscerated. The Knave activates the lever operating the Dungeons. Closing the hatch to the depths below. With the Rabbit still in her tentacled grasp, the Queen is bemused.

Q “Far different than the other times, indeed...”

The Queen's words hang. Alice, and the Knave stand side-by-side.

With a furious bellow;

Q “But it matters not. **You will all do as you are told!**”



Alice fights against the Queen, with the Knave fighting alongside Alice. They both engage the Queen, and battle against waves of Card Guards that enter the arena.

The Knave acts as an NPC support character, using razor sharp Playing Cards as shuriken styled projectiles. Alice and the Knave will alternate roles, either breaking the Queen's grasp on the other if they become restrained in tentacles, or actively attacking the Queen and Card Guards that enter the arena.

After the battle, Alice and the Knave will triumph over the Queen. When the combat encounter is over, a cut scene plays;



The Queen's eyes roll, as her flesh droops loose and broken.



ALICE

"Off with your head."

Utters Alice, as a final Vorpall Blade strike decapitates the Queen.

Tentacles slump to the floor, as the rabbit falls into Alice's grasp. The rabbit is weak, and almost fully consumed.

As Alice lays him down, she doesn't know what to do. She starts crying. *The Rabbit is dying.* The Knave watches him writhe. As the Rabbit continues to struggle, a **Tiny Clockwork Heart** falls from the Rabbit's pocket, and clatters across the ground.

The Knave's eyes light up.



THE KNAVE

"I know what that is. I was always meant to. I've seen it in my dreams..."

Alice stops crying as he speaks.

The Knave picks up the Heart, and holds it towards the Rabbit's chest. *The tiny contraption falls into the dark coagulation, and grows to fill the size of the wound.*

The clockwork heart beats, much the same as it did when it powered the Moon. As the Heart continues to beat, the *Chaos subsides around it.*



Alice and the Knave watch as the Rabbit blinks, then rises to his feet. He does a little dance, and Alice breathes a sigh of relief. As Alice picks up the Rabbit and spins joyously as the Knave claps his hands, the *Throne Room bleeds and morphs away.* The scene spirals and fades for Alice, as she slips into *another Slumber...*

- CHAPTER END -



A **cut scene** plays as Alice continues to spin joyously, as she spins alone, an ethereal memory unfolds around her. She is watching another memory of her past.

Alice is very young. Lizzie is laughing with Alice, as they both hold hands, spinning together in the family living room. As they spin, Alice fumbles her step, and trips, **knocking over a porcelain tea set.** It shatters on the ground, and *Alice cuts her knee badly on the broken white shards as she too hits the ground.*

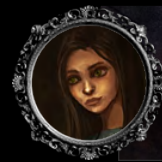
Crying, Alice does not know what to do. She squirms, watching the strange red liquid cascade from her wound.



ELIZABETH

"Oh Alice, you've taken another tumble! Here, let me help you."

Lizzie's words are warm, and soothing. Alice stops crying as her older sister bandages her knee.

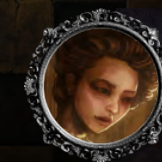


ELIZABETH

"There, good as new."

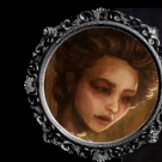
Alice and Lizzie smile at one another. Hearing the ruckus, **Alice's Mother** enters the room. Alice's Mother is shocked, and disciplines the girl's foolish behavior.





ALICE'S MOTHER (LEANNE)

"Girls! This area is not for playtime! And look, Alice you've hurt yourself again, and ruined our tea set. When will you learn?"



ALICE'S MOTHER (LEANNE)

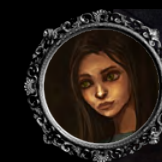
"It's off to your rooms for the both of you. No supper!"

As the girls sadly saunter off to their rooms, Alice's mother is left cleaning up the mess. Both girls are stopped by their **Father** as they leave. He kneels down eye-to-eye with Alice's height and addresses them both.



ALICE'S FATHER (ARTHUR)

"Lizzie, I expect a better example from you. You must look after your little sister. Not just when she's hurt."



ELIZABETH (CHEEKILY JESTING)

"Oh the little adventurer can take a tumble or two."



ALICE'S FATHER (SMILING)

"That she can. And she will."



ALICE'S FATHER (FIRM BUT FAIR)

"There's something to learn here for yourself, Alice. Your Mother might be harsh at times, but she only wants the best for you."

"Run along girls, do as your Mother says. There's a time and a place for games, and that time may be cut short as you grow. You'll know when the time is right."



SOFT GATED AREA
ATTEND THE FUNERAL



Alice watches her younger self and sister hold hands as they wander up the stairs to their room. Alice reaches out to the memory of her Father, **he fades and crumbles to ash at her touch.**

The walls of the Liddell Household dissolve into ash, and reform into the arched heights of a Church Cathedral (*modeled on St. Augustine's, London*). Row after row of pews are filled with black-clad mourners. Sounds of crying and wailing fill the air alongside an Organ Dirge. **This is the funeral of Alice's family.**

We **PLAY** as Alice floats down the center aisle towards the pulpit - Caterpillar's mushroom fills the space where the choir would normally sit.

Whispers of; "It's your fault!" "Where were you?" "They say she's got the devil in her!" Rise to a fever pitch as Alice glides towards the caskets at the front of the church. The caskets burst into flames, and we hear the screams of Lizzie, and Alice's Parents. **The screams and accusations reach a cacophony.**

The walls, ceilings, and fixtures of the church burst apart like pieces of a puzzle, leaving Alice floating before The Caterpillar on his mushroom.



ALICE

"I could have saved them. I just saved my friend, but I could never save them. Everyone else I love was... lost."



CATERPILLAR



"You still have yourself. And, that is more than enough to begin with. **Start there, Alice.**"

The Church flies back together, the air filled with sunbeams, parishioners dressed in white. At the pulpit, the priest holds a screaming newborn baby in the air, then lowers it into a bath of water. **This is a memory of Alice's christening. She is reborn,** as the baby touches the water its screaming stops and the scene goes black.

- CHAPTER END -



SOFT GATED AREA

LOCATE THE HALL OF DOORS

LEVEL 2 • ACT 8

NEW AREA



2.8

A BROKEN THRONE

ANGER & JUDGMENT REALM • RULES ARE MEANT TO BE BROKEN



OBJECTIVE: LOCATE THE HALL OF DOORS • FOLLOW THE KNAVE



An establishing **cut scene** plays as **Alice (A)** wobbles on her feet a bit, her eyes closed. Her Rabbit is pawing at her boot with concern. **The Knave's (TK)** voice is heard, distorted and blurred at first, but it becomes clearer as Alice regains her focus...



TK *"The Queen."*

The Knave is repeating this line.

TK *"Do you hear me, Alice? Alice, open your eyes..."*

On the floor of the throne room the Queen's remains are now scattered about in piles of metal and gears. Another Manipulator. The Knave continues; his tone is distant, dejected, and broken;

TK *"She is another lie. We have both been deceived, Alice. I have dedicated my life to following her rule and keeping you in that circus. When all along, I should have helped you escape it. The truth is as fragile as smoke. Lies upon lies..."*

The Knave turns furious at the deceit. He boots the lifeless decoy head of the Queen away. Alice clutches her rabbit, and demands to know where these Manipulators come from.

A *"Is nothing in this place what it seems?"*

TK *"Perhaps... We are exactly as we seem. Until we know for sure..."*

Taking a card to his arm, the Knave cuts away at his flesh. Revealing a mass of gears and pistons underneath. He is also a manipulator.

He throws the card away, and breaks down crying.

Through his tears, The Knave tells her that the manipulators are an invention of The Hatter. And that Alice can reach his realm using the Hall of Doors.

Alice asks the Knave;

A *"How do you know such things?"*

TK *"I know, because I was made to know. It's in me. I've ignored it for so long, the lie is more comfortable than the truth. These jagged edges are sharp, but they must be confronted, not ignored."*

A *"I can't ignore the splinters in my mind. I won't."*

TK *"Then you walk the same path. You must think for yourself. To open one's eyes is a start. But it does not mean it won't hurt to look at the light."*

He continues;

TK *"You must find Hatter. I know that what you hold serves a powerful purpose. The scientist possesses unmatched ingenuity. He built that device that saved your friend."*

TK *"...and he made others."*

The Rabbit gently plays and fidgets with his new heart. The Knave stares. Alice thinks on this, replying;

A *"This Hatter has a lot to answer for. If these devices can keep the Shadow's wrath at bay, and if he the architect of this entire lie, it is time he answered with truth."*

The Knave eyes land on the twisted mechanical remains of his former monarch.

TK *"Truth. Even if it's born from lies, I hope it still counts."*

The Knave gifts Alice with his weapon, a deck of **Razor Sharp Playing Cards**.

NEW WEAPON

PLAYING CARDS ACQUIRED

RANGED & BURST FIRE WEAPON
SLICE AND DICE • DEALING DEATH

TK *"Considering I've tried so often to turn you back, perhaps now I can show you a new path forward. Follow me."*

We **PLAY** as Alice follows the Knave, navigating the remainder of the Queen's Castle and they find their way to the entrance of **The Hall of Doors**. The hall is filled with a never ending spiral of doors of all shapes and sizes. *Some are locked, others are open.*



The **Hall of Doors** acts as a **Fast Travel Mechanism** that allows Alice to quickly jump to other areas around Wonderland. Upon its discovery and facing a choice of infinite doors, a chapter closing **cut scene** between Alice (A) and **The Knave** (TK) plays;



A “Which one is the right one?”

TK “You’ve come this far. I’m sure you’ll make the right choice.”

As Alice chooses a door and opens one to leave, she addresses The Knave.

A “What will you do, now that you are no longer ruled?”

The Knave smiles;

TK “Well, judging by your performance here Alice, I believe I too will start to play by my own rules. **We are both free. The rules don’t matter!** I will embrace the unexpected. Meet it head on! Not fear it. It is the dawn of something new!”

With a parting smile, Alice exits the castle, through the open doorway. As she turns to wave goodbye to the Knave, we watch as **The Shadow appears behind the Knave.**

The Shadow waves back to Alice.

Just as the door closes, Alice reaches out in shock to warn her ally, **but he is swiftly torn apart. Blood flies.** The last thing ripped apart is his smile. **Alice screams as the door slams shut.**

She quickly opens the door back up again, but is only met with **an empty frame...**

— CHAPTER END —



CHAPTER SUMMARY

LEVEL
2.8

LEVEL 2 • ACT 8

A BROKEN THRONE

ANGER & JUDGMENT REALM • RULES ARE MEANT TO BE BROKEN



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

PLAYING CARDS

RANGED & BURST FIRE
COMBAT WEAPON
SLICE AND DICE



WEAPON LORE

A curious gift handed to Alice from a two-faced friend. Reading the cards is an uncertain exercise.

The only thing that is certain when they are thrown is *bloodshed*.

Inspired by the classic weapon's roster position and iconic role in the original *Alice* game. These unique weapons are updated to earn it's place back in Alice's varied arsenal.

WEAPON QUIRK



POKER FACE

Card damage and impact does not flinch enemies, unless 52 Pick Up is used. Regular card attacks deal damage only, or kill enemies outright. Enemies will advance unimpeded if only attacked with the primary weapon fire mode.

UNLOCKABLE QUIRK



IS THIS YOUR CARD?

Cards will home in and track enemies to a certain degree, allowing for easier shots to connect, and far more effective targeting.

I.



SIGNATURE ATTACK CUT THE DECK

Alice flings the playing cards individually as rapid fire, shuriken styled projectiles. Capable of sustained, ammo efficient DPS on a single target.

Best used at medium range.

Cards will skew drastically and lose accuracy the further they are thrown. Eventually becoming ineffective at longer distances.

1 / 52



ATTACK RESOURCE

Playing Cards. +1 / +13 (Suit of Cards) Available as in-game pickups. Limited ammo resource.

II.



ALTERNATE ATTACK 52 PICK UP

Expend all available card resource as Alice fans the cards in her hand, and hurls them in a deadly 180 degree arc in front of her.

This is an effective attack if Alice is surrounded and in need of swift crowd control. Close range only.

Deals high damage on multiple targets and will knock back enemies, at the cost of high resource expenditure.

52 / 52



ATTACK RESOURCE

Playing Cards. +52 (Full Deck) Available as in-game pickup. Limited ammo resource.



3.1

LEVEL 3 • ACT 1



NEW AREA



THE CHAOSMA

BARGAINING REALM • TO HATTER'S DOMAIN



OBJECTIVE: EXPLORE THE CHAOSMA • SEEK ANOTHER SMILE...

Alice slams her fist against the door, and turns away from the **Hall of Doors**, to face what's left of a shattered **Hatter's Domain**.

The landscape here is a *"Chaosma"* - splattered across the sky in a galaxy of floating islands, plasma clouds, upside-down forests, and magical vortexes. *Alice sighs*.



ALICE

"Here's to the unexpected."

Floating within the wreckage of all that was once Hatter's Domain, Alice can see a *bizarre menagerie of creatures* - **giant mice, tiny whales, and dodo birds combined with crocodiles** - a visual explosion of chaotic combinations.

We **PLAY** as Alice navigates the scene heading towards the center of the domain and **Hatter's Workshop**. The Workshop glistens on the horizon like a massive bronze teapot, *steam and jets periodically shoot into the air from a multitude of towering funnels, spouts and pipes*.

Along the way, Alice encounters more Chaos-infected **Card Guards**. She also fights off *Mechanical Teapot Cannons, leaping Tea Cups and other diabolical bronze machinations* - many of them taken over by The Chaos - necessitating battle.



COMBAT & EXPLORATION • SOFT GATED AREA

FIGHT THROUGH & EXPLORE THE CHAOSMA





At times, Alice will spy **gleaming eyes**, and a *shiny fanged grin* in odd places. The smile fades in and out of view, accompanied by a **low, gruff chuckle**.

A series of scientific and mechanical puzzles need solving in order to rearrange the geometry of the area and allow safe passage. At a particularly tricky section, Alice becomes exasperated, and pleads with no one, in particular, to make all this easier so she can;



ALICE (WITH ANGUISH)

"...Just escape this wretched place, once and for all!"

Her outburst is met with a **sardonic reply from the ether**.



CHESHIRE CAT

"You, better than most, should know that wishes made in loud frustration will most certainly land on deaf ears."

Alice watches as a mangy Cheshire Cat fades into existence on the path ahead of her.



ALICE (WITH ANGUISH)

"I know you. Your grin is familiar..."

ENCOUNTER CONTINUES NEXT PAGE...





Alice (A) and The Cheshire Cat (CC) assess one another in an exchange laden with curiosity, and *double-edged words*. The two share an unspoken bond and a past shrouded in mystery and conflict. *New questions and answers spiral as the two address one another;*



CC “Familiarity is certainly not clarity. No memories of our adventures together Alice? You’ve sadly gleamed over the best parts... Or perhaps, this time, I’m not speaking to the best parts of you...”

A “Our adventures? My adventure started at that horrible circus...”

CC “Unlikely. An adventure is an expedition willingly undertaken. Your journey is more of a... Shall we say, **trial by fire**. It began long ago. How many times you’ve walked this path, even I cannot say.”

A “I’ve no time for your games, Cat. Either help me get to Hatter, or kindly vanish back to wherever hovel you came from.”

CC “Oh Alice, we’ve danced this dance before.”

His smile widens. The Cat’s eyes focus on the **Tiny Rabbit** by Alice’s side.

CC “Feel free to call for me if you need more than a...”

The tiny Rabbit hides behind Alice’s leg. He trembles.

CC “...**quiet approach**. We have history here Alice. Learn what you can, trust only your instincts, and you may yet survive.”

A “My survival will depend on more than riddles and hairballs, thank you.”

CC “Pointed words. I’ll allow that one. There’s hope for you yet. If its my knowledge you seek, words with teeth will prove more useful, than those unable to speak.”

With a lash of his tail, *Rabbit flinches*, as **the Cheshire Cat fades away**. His grin is the last part to leave.

What follows is an introduction to **Cheshire Cat as an in-game guide**. He’s similar in function to the Rabbit, except that he can be summoned at will and is able to provide *directional information, background lore and hints*.

His knowledge is usually structured as a double-edged blade towards Alice. Either in his confronting tone, riddled language or sometimes, he simply won’t care. Typically, once summoned, the Cheshire Cat will appear in a set place in the environment. Alice and the Cheshire Cat will share *a situational dialogue exchange, and then he will disappear*. Ready to be summoned once again if required.





CHESHIRE CAT • WORDS WITH TEETH

A GUIDE CAN SHOW YOU THE WAY • IF HE CHOOSES TO...



NEW SUMMON ABILITY UNLOCKED



When summoned, Alice and The Cheshire Cat will address one another in context to the surrounding environment or position in-game. **Hints, hidden dialogue exchanges, and background world-lore**, (or just straight-up sass) are all possibilities with the Cheshire Cat.

Some examples of encounters that can potentially take place within the **Hatter's Domain** are:



I

ENCOUNTER #1

SUMMON BUTTON PRESS

CHESHIRE CAT IS SUMMONED & APPEARS...



CHESHIRE CAT

"We are on the outskirts of Hatter's Domain... Or what is left of it after an experiment gone wrong. Then again, an experiment gone wrong can still yield usable results. So... What's your excuse?"

ALICE (TO THE RABBIT)

"I wonder if he'd make a nice rug?"



CHESHIRE CAT DISAPPEARS...

II

ENCOUNTER #2

SUMMON BUTTON PRESS

CHESHIRE CAT IS SUMMONED & APPEARS...



ALICE

"I'm unsure of the way forward. Where do I go from here, Cat?"

"Well aren't you a great deal of help?"

CHESHIRE CAT

"Oh, it's quite simple really, I know the way... but I do enjoy watching your little gears turn as you try to figure it out yourself."

"When I want to be."



CHESHIRE CAT DISAPPEARS...

III

ENCOUNTER #3

SUMMON BUTTON PRESS

CHESHIRE CAT IS SUMMONED & APPEARS...



ALICE

"This area has been completely blown apart and destroyed. How can we expect to find anything of use here?"

"Poetic. I suppose there might still be some potential in us all."

CHESHIRE CAT

"Just because something is broken, does not always mean it is useless, Alice. Sometimes, there is an unseen beauty and utility that lies beneath the fractures..."

"In your case, I wouldn't count on it, just yet."



CHESHIRE CAT DISAPPEARS...

IV

ENCOUNTER #4

SUMMON BUTTON PRESS

CHESHIRE CAT IS SUMMONED & APPEARS...



ALICE

"Blasted Cat. We could've used your help back there. Too busy licking yourself?"

"Well why don't you go first instead? Prove your worth as a guide."

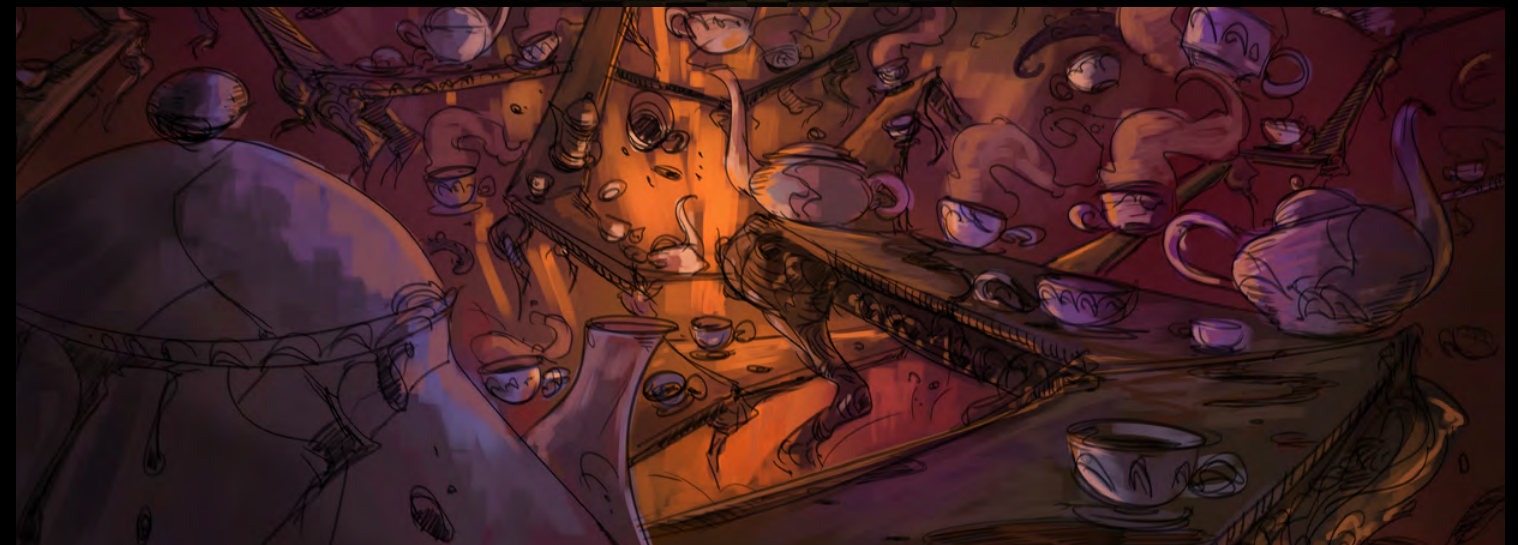
CHESHIRE CAT

"Speaking of blasted, the road ahead is far more blasted than most. The damage warrants caution. The path is perilous, and the plunges are bottomless. Send the Rabbit first."

"As you put it so eloquently, I believe I'll be; too busy licking myself."



CHESHIRE CAT DISAPPEARS...





We **PLAY** as Alice overcomes another series of battles, puzzles, and platforming challenges. *Sometimes guided by the Cheshire Cat*, and other times following her *Rabbit*.



ALICE

"I was following you, and I am still hopelessly lost!"

"I'm always being told where to go, what to do... Perhaps I should listen to myself once in a while..."

CHESHIRE CAT

"True. But perhaps it isn't others who should always guide your way."

"Wise words Alice. Let's see if you're indeed ready to pay attention to your inner voice, and follow its true course... it might be worth listening to from time to time."



- CHAPTER END -



CHAPTER SUMMARY

LEVEL
3.1

LEVEL 3 • ACT 1

THE CHAOSMA

BARGAINING REALM • TO HATTER'S DOMAIN

ALICE'S APPEARANCE ALCHEMY DRESS

Alice is a bubbling pot of curiosity, hope, rage, sorrow and loss. When one ingredient overflows, another is tempered or eradicated in a constantly changing stream of consciousness. Her mind and memory is not yet stable, but she's manifested the perfect attire in which to get her hands dirty. There's hard work still to be done.

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 1 / 3



HEART

COLLECTIBLES • 2 / 5



MIND'S
EYE



HALL OF
DOORS KEY

WEAPONS COLLECTED • 6 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

5



CROQUET
MALLET

6



PLAYING
CARDS

ALCHEMY RUNES COLLECTED • 6 / 12



3.2

LEVEL 3 • ACT 1

NEW AREA

CHESHIRE CAT'S LAIR

BARGAINING REALM • TWISTED WORDS & TWISTED PATHS



OBJECTIVE: A GUIDE CAN SHOW YOU THE WAY • (IF HE CHOOSES TO...)



SOFT GATED AREA

EXPLORE THE CHESHIRE LAIR

The scene morphs and warps to the foreboding, warped scenery of **The Cheshire Cat's Lair**. A complex and environmentally distinct level design, focused on spatial navigation puzzles. *Astrological symbols and manifests of star-signs dance in the skies above Alice.*

We **PLAY** until Alice is met with a seemingly impossible and impassable obstacle blocking her way. *Alice cannot move forward.* Solving a puzzle in face of the obstacle, the pieces fit together from a disconnected mess, forming the shape of a "star" with four points.



INNER COMPASS • FIND YOUR WAY

GUIDED BY THE STARS • SECRETS FOUND IN THE LIGHT & DARK...

NEW WAY FINDING ABILITY UNLOCKED



HARD GATED AREA

SOLVE THE ASTROLOGY PUZZLE
UNLOCK THE INNER COMPASS



We **PLAY** as the obstacle lowers, leading Alice to a *swirling Gyroscopic Compass*, surrounded by stars.

As Alice reaches out her hand to hold the compass, previously unseen hints are drawn on the environment around Alice. While she looks around clasping it, whispers are heard. *Arrows fade into view, and crudely sketched etchings, arcane astrological symbols, and ghostly, riddled way finding markers appear in the environment.* This ability is key to **finding secrets, and hidden pathways.**

By using it, a new hidden path is revealed. The impassable, now becomes passable. From hundreds of doors, the right one is revealed.

The area serves as a tutorial for this new ability. Alice continues to follow the whispers of her inner compass - "...*this way...*" "*that way...*" successfully navigating the remainder of the area.

The compass is golden, and points true. Holding it within her hands, and realizing that following others is not always the correct way to solve her problems, Alice now instead chooses to focus within, and follow her own path. *She must trust herself.*

The Cheshire Cat remarks;



CHESHIRE CAT

"Well, it looks like you're starting to listen to the voice that really matters. Learning a thing or two, are we Alice?"

ALICE

"Seemingly always. But something tells me there's still more to learn."



CHESHIRE CAT

"It does pay to keep an open mind. But not so open your brain falls out. Speaking of brains, the Hatter awaits you..."



EYE POTS • HATTER'S MACHINATIONS

NEW ENEMY VARIANTS



- CHAPTER END -



THREAT: HIGH

3



MOVEMENT & ATTACK NOTES

Most **Eye Pots** will be disguised as regular porcelain littered amongst the surrounds. They open their eyes and spring to life once Alice is within reach. Their mechanized legs can do massive damage up-close, and their spouts can shoot scalding hot tea from great distances.



MAD MACHINATIONS

PLAY MUSIC VIA YOUTUBE



LEVEL 3 • ACT 3

NEW AREA



3.3

HATTER'S WORKSHOP

BARGAINING REALM • MAD MACHINATIONS & REVELATIONS



[ALICE: ASYLUM ORIGINAL AUDIO • "MAD MACHINATIONS" ARRANGED BY ALEX CROWLEY]



An establishing **cut scene** plays as Alice (A) is surrounded by machines, she jumps back, **and readies her blade.** The Hatter (TH) is impatient. He stares back at Alice behind a complex magnifying glass apparatus. *With Alice on knife edge*, Hatter simply nods, and resumes his tinkering on a work bench behind him. His back is turned. *A curious exchange takes place...*

TH "Oh please put it away, Alice. Here again? Can't you see I'm busy?"

Alice lowers her blade, confused.

A "And here I was, expecting a fight..."

TH "If that were the case, those words might as well be your eulogy. Our interests are more aligned than you'd think Alice. I already know what you're here for. I apologize, these machines, though automated, lack a certain... Finesse."

The tea-pot cannons on the edge of the room sheepishly recoil at Hatter's words. Their forlorn single eyes stare at the floor.

TH "These ones defend me. But not against you... They've been trying to bring you here. You've already destroyed your fair share of my workforce, but I know you still seek answers. And you will fight so blindly, and so desperately to find them. **So, ask.**"

A "Why should I trust you?"

TH "Those who say they should be trusted, must never be. Trust can only be earned, Alice. Afford me that chance, and see for yourself. If you really want to drive that blade into my back, you only need to do so. I do not fear death, not in this place."

Alice ponders this for a moment, and sheaths her blade. Another moment passes, as she eyes The Hatter curiously.

A "Very well then. A chance it is. Manipulators. The machines that kept me imprisoned. Tell me about them."

TH "Yes, yes... Manipulators. Automatons. Perfect replicas. They are everywhere. How do you know you're not one? You won't. My perfect invention; but the Queen controls them."

A "That's impossible, Hatter. The Queen is dead. She was a machination herself."

TH "Really? Is that so? Well, if you're so certain, you have nothing left to fear from her. Fear pushes us forward, Alice. Past the point of disaster. And onto collision with calamity. We have no choice when we face it, only that we must be up to the task when it hits. Sure as night follows day, disaster follows you. It hunts you. It looms on the horizon of your mind, and threatens us all..."

Hatter stops his tinkering, and steadies his posture. He looks Alice in the eyes.

TH "The reasons are simple, Alice. Listen carefully; The artificers in that circus were designed to keep you busy. Occupied. Imprisoned. Distracted. They returned you to where you needed to be. Time, and time again. Every time you escaped, you were placed back there. And you have tried, many times, and you have been returned to the Circus, with every attempt."

A "I don't remember any of it..."

TH "The cost of forgetting is high. You might have heard that before, but this time, this really is all for your own good, my dear. Otherwise, your curiosity would undo us all. Until perhaps, you were ready for what you needed to face... but you never have been. You've failed every time."

A "What? What must I be ready for? What have I failed?"

TH "Well that all depends where and when, and which attempt. Too many to list. You're both equal parts hope, and threat here. Which one you will turn out to be still remains... **Uncertain.**"

Hatter's gaze narrows. Piecing Alice together as if she were a dangerous puzzle. Alice continues;

A "There is someone following me, hunting me. Pulling unseen strings. Everywhere she goes, there is death. Destruction. Everywhere I go, the Shadow follows. I haven't found a way to even challenge her. I don't know if I can. Or if I even should... I want to escape this place, Hatter. I want to escape and go home."

TH "Escape? Go Home?"

Hatter scoffs.

TH "The only means to do so was lost long ago..."

Alice leans down, and picks up her Rabbit companion.

A "You mean this? This device inside him, it fought off her corruption. It saved him. The device, it's yours. What is it?"

Hatter examines the Rabbit like a lab specimen as the tiny mute wiggles around soundlessly in his grip. *Hatter smiles.*

TH “Indeed Alice, there is always a way forward. If you have the heart, (and some other required pieces) to **see** and **control** the path. We still have a chance to get you home.”

Hatter pulls a lever, and his Workshop’s walls shift back to reveal an elaborate, mechanical stage performance.

Puppets representing **Alice, the Shadow, the Queen, and the Circus** loop on stifled rigs and chains. Riding in teacups, Hatter explains the story, his arms wildly thrashing about as automated story scenes roll past. He, Alice and the Rabbit ride along together.

Hatter speaks;

TH “At the behest of the Queen, I was ordered to create the machines that kept you in the Circus. A cruel game, and one I didn’t want to play... But the Ruler had leverage on me. You aren’t the only victim of being held against your will here, Alice. My very mind was at stake. And she held it cruelly in her hands...”

A scene of **The Queen** threatening **The Hatter** with destroying his mind plays.



IMPORTANT PLOT POINTS I



THE HATTER

“The circus was made by the Queen. She is Order. Rules. Restraint. Law. My genius was forced to build the actors that riddled your stages with lies. But these were lies that were meant to protect you for as long as they could.”

“We kept you as far away from any Chaos as possible. Everything was scripted, planned, and to keep your damned curiosity sated.”

“But no matter what we did, what elaborate act we created, your curiosity always led you astray.”

“As you are now, as we predicted, you cannot defeat your Other Half. She is consuming this place in chaos and darkness. She is powerful.”

“But, I too experimented with Chaos. Using Prima Materia, the base of ALL creation. Unstable as they were, my experiments with darkness yielded powerfully chaotic results.”

“In the face of your constant failures, I was poised to build a new catalyst against Chaos. Built from the very fragments Chaos fears...”

“What I built was capable of doing what must be done. It can get you home!”

“But, studying Chaos, it has a way of being... Chaotic. My failed experiments resulted in an unexpected disaster.”

“Artificial chaos is simply no match for the real thing. And it’s now here. And we are unprepared.”

“Discombobulated, unstable, uncontrolled. True chaos saw my home and work destroyed. The Prima Materia lost. And the essential complete fragments of the puzzle scattered around this land in unknown trajectories...”



“We recovered only one piece.”

Hatter motions to **The Heart**, tapping the chest of Alice’s tiny Rabbit with his teapot cane.



THE HATTER

“And we used it in a powerful sentinel to watch over you. This is all for you Alice. This part of you must be protected.”





Hatter finishes his grand performance, and turns to Alice. They both look at a **dark, twisted grandfather clock**. *Tick-tock. Tick-tock. Tick-tock.*

It is *slightly corrupted by Chaos*, and acts as a gauge of how much time left Alice has to collect the required fragments.



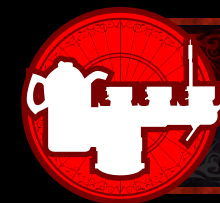
THE HATTER

"Certainly no time to waste, my dear. Chaos moves fast. But there is always time for tea. So take it with you."

Hatter gives Alice a wild invention, **Tea Cup Launcher**, that *fires mortar slug rounds of boiling hot tea*. A spluttering, mechanical, steam powered beast of a weapon, it can also *grind enemies to pulp with the broken pieces of chipped porcelain at close-range*.



NEW WEAPON



HATTER'S TABLE SETTER ACQUIRED

EXTREME CLOSE-RANGE BURST & AOE RANGED COMBAT WEAPON • TEA IS SERVED



THE HATTER

"Oh, and not to put a rush on things, but by these calculations, if you are unable to collect The Heart and the Brain within 4 Moons, then... Wonderland will be consumed by The Chaos and all will be lost. But don't think about that. I'm sure you'll do fine!"

Hatter shoves Alice out the door and slams it closed. A second after it shuts, the door quickly re-opens, and Alice's Rabbit is hurled through the doorway after her. Spinning soundlessly, his tiny body thuds gently on the floor. Alice and her Rabbit dust themselves off, and she turns to her tiny companion.



ALICE

"I've had more graceful exits I suppose. It's getting rather dark around here. I believe we need something to help us see clearer."

The Rabbit nods. **The Inner Compass** points the way to Alice's next stop. A click and a whir, the compass face morphs and resembles an "EYE".

We **PLAY** as Alice returns to the **Hall of Doors**. After a short while, of hops, steps and jumps, we find where the appropriate door is open and waiting... at Alice's feet. It's a tiny door only a mouse



could fit through. But approaching it causes Alice to shrink rapidly to the necessary size. She steps through the door and travels to her next destination. *As the door begins to close behind her, a black stream of wafting Shadow follows Alice and her Rabbit into the tiny doorway.*



- CHAPTER END -

IMPORTANT PLOT POINTS II



THE HATTER

*"The Moon carried **The Heart**. It can withstand Chaos. **The Eyes**. Can focus, dilute, and channel Chaos. **The Brain**. Can control Chaos."*

"The Eyes and The Brain still remain lost. But if we find them, we might still have a chance to stand against the Chaos of the Shadow, and get you home."

*"Find the lost fragments Alice. Bring me more **Prima Materia**, and I will continue my work."*

PRIMA MATERIA • XP PICKUP CONCEPTS



FRAGMENT PICK-UPS • THE HEART • THE BRAIN • THE EYES



CHAPTER SUMMARY

LEVEL
3.3

LEVEL 3 • ACT 3

HATTER'S WORKSHOP

BARGAINING REALM • MAD MACHINATIONS & REVELATIONS



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

HATTER'S TABLE SETTER

EXTREME CLOSE-RANGE
BURST & AOE RANGED
COMBAT WEAPON
TEA IS SERVED



WEAPON LORE

A truly odd invention created by the host of the wildest tea-parties.

A unique mid-ranged, slower firing crowd control weapon, for use when you want to cause indiscriminate damage on a larger crowd of enemies. The “chainsaw” secondary firing mode is high-risk, (*Alice must be right next to her enemy to initiate the attack*) and it only applies to **one enemy**. If she is attacked while using “*Bitter. No Sugar*”, the attack will end and be wasted.

WEAPON QUIRK



TOO HOT TO SIP

Weapon possesses a much higher chance of flinching enemies compared to other weapons on impact and AOE damage caused.

UNLOCKABLE QUIRK



MORE TEA?

AOE Tea Explosions are larger, and now have the chance to be “Corrosive”. Sustained hits with Table Setter have a stacking chance to apply the “Corrosive” Damage Over Time effect to enemies. If an enemy is killed by the “Corrosion” there is a chance it will pass onto another close-by enemy.



I.



SIGNATURE ATTACK SET THE TABLE

After a short wind-up, the **Table Setter** will lob a steady stream of teacups and saucers, filled with boiling tea at enemies.

The porcelain breaks on impact. The shrapnel and boiling tea AOE has a chance of flinching enemies.

The AOE splat will also damage Alice if she too close to the impacts. Perfect crowd-control for times when any target will do.

3 / 33



ATTACK RESOURCE

Tea Cannister. +6 Sml. / +33 Lrg. Available as in-game pickups. Limited ammo resource.

II.



ALTERNATE ATTACK BITTER. NO SUGAR.

Expending all available resource, the **Table Setter** will crunch all its ammo of porcelain cups and saucers into jagged, broken shards.

Kicking into high gear, the **Table Setter** becomes an extreme close-range, grinder / chainsaw. The attack is **high damage burst DPS on a single, high priority target**.

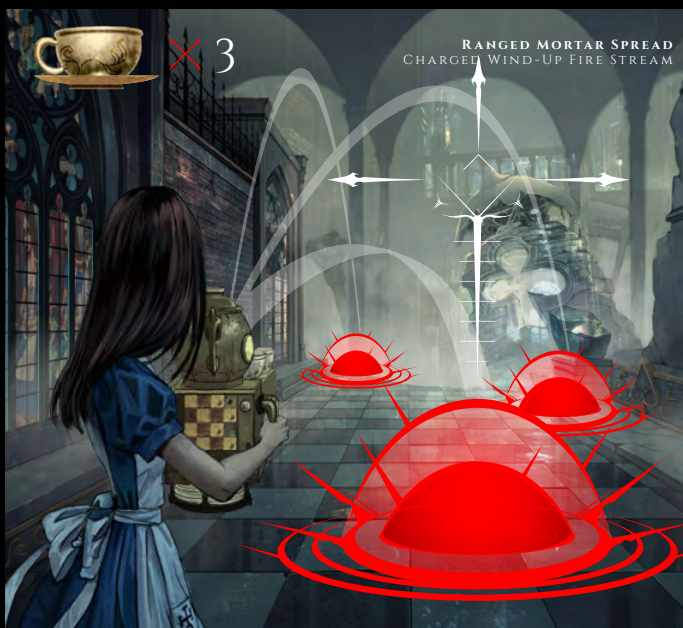
Once the weapon's damage cycle completes, it will be useless until resource is replenished.

33 / 33



ATTACK RESOURCE

Tea Cannister. +6 Sml. / +33 Lrg. Available as in-game pickups. Limited ammo resource.



4.1

LEVEL 4 • ACT 1

NEW AREA



ABYSSAL STATION

DEPRESSION REALM • ENTRANCE TO THE MINES OF MEMORY



OBJECTIVE: LOCATE THE MISSING FRAGMENTS (EYES)



SOFT GATED AREA

NAVIGATE ABYSSAL STATION

WE'RE ALL SCARED (BLIND) HERE...

Alice steps from the **Hall of Doors** into Abyssal Station. Before her eyes is... *darkness in all directions*. There are specks of light flickering in the distance. Are they fires? Eyes? Faint voices whispering something about *The Man in The Moon*.

Like an explosion, **The Infernal Train** screams past Alice lighting the scene around her - a morbid *Subway Station* made from bits of dollhouses and decorated with a collection of **broken doll parts and toys**. Alice says to her Rabbit;



ALICE

“Whose horrid memories are these? They are certainly not my own... Perhaps not yet.”

The station windows look out on *dirt, dust, ash and filth*. Arms and legs and heads of dolls are buried in layers behind the glass. The sign overhead reads: **Looking-glass Railway: Abyssal Station.**



THE MARCH HARE

“Welcome back to the Abyss, Alice! So glad to seeeee you again!”

Behind one of the windows sits **March Hare**, screaming into a microphone, waving excitedly at Alice. **His eyes are crudely stitched shut**. *March Hare and Dormouse* are the foremen and operators in charge of this area. They throw a series of obstacles at Alice to thwart her progress and block her escape. **They blame Alice for their blindness**.



HARD GATED AREA

AVOID DORMOUSE'S TRAPS
FOLLOW THE COMPASS TO SAFETY



We **PLAY** as Alice navigates the scene heading towards the direction indicated by her Inner Compass to locate the “Eyes”. There are several exits from the station, all leading through roughly cut holes in the walls of the station. These become dirt passages descending into a *vertical cave-like structure*.

Alice enters a **Termite Mining Colony** buried beneath the *Memory Tree of Alice's mind*.

Alcoves and chambers, filled with fungi and mushrooms, dug out of the rotting material of Alice's memories. **Giant Termite Drones** fly through the air overhead carrying bundles of dirt to and fro. Mechanical conveyor belts and rusted hulks of mining machinery whir and grind throughout the scene. Here, fragments of Alice's past are half-revealed in a vertical catacomb of detritus.

This is where memories go to be recycled into the fertilizer that feeds imagination.

Every chamber in the colony can be explored in any direction. *But the colony cannot be escaped until a certain sequence of events is completed.*

Alice's objectives; Uncover the central meaning of the memory scenes contained in the chambers and release it from the colony.

This is accomplished via exploration and a series of visual puzzles - *involving pattern matching, colors, and optical illusions.*

As she explores, Alice discovers a mixture of happier, early memories, which are neglected, broken, lost, or misplaced. When Alice allows these memories to be processed, her barred progress through the mines is allowed.

As Alice explores the mines of memory, she will begin to encounter broken, wrecked and burnt machinery. The further she goes, Alice will encounter **pulsating dark veins of ore**. Shadow wisps from them. These dark trails lead Alice to memories that are unfamiliar to her. *Wreathed in bracken, amorphous darkness, these are the memories of the Shadow.*

Veins of pulsating darkness beat, bleed and echo from these memories, as if something is being drained or siphoned from them. Onyx and obsidian ore jaggedly protrude from the cave walls around the memories. *The dark ore forms spiraling symbols and arcane runic shapes.*

Whispers hypnotically draw Alice to enter these nightmarish memories. All other sounds fade as Alice approaches. As her tiny plush Rabbit desperately pulls at her to stop from entering, **Alice cannot withstand the siren call.**

- CHAPTER END -





LEVEL 4 • ACT 2

NEW AREA

4.2

ECHOES OF DARKNESS

DEPRESSION REALM • A TRUTH IN YOUR SUFFERING

[ALICE: ASYLUM ORIGINAL AUDIO • "NEEDLES & THREAD" ARRANGED BY ALEX CROWLEY]



Upon entering the first dark memory, **Bumby** and **Radcliffe** take center stage.



NEEDLES AND THREAD

PLAY MUSIC VIA YOUTUBE



Each of these scenes is contained within a “room” of warped dimensions (*see **non-euclidean geometry** game demos*) so that a hallucinatory experience of crossing through these large and dense scenes takes place within a relatively short time and space. Each scene is separated by a section of normal geometry and materials, allowing Alice a moment to reflect on the previous scene and to look around at the structure of the space where these scenes are contained.

*The Shadow does not want these memories to be processed. Because once processed, they form the basis for growth beyond the trauma. She uses the space as a **gallery of pain** and draws her power from it.*



SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

4.2 DEPRESSION REALM - ECHOES OF DARKNESS • A TRUTH IN YOUR SUFFERING

Artwork • LEFT PAGE - Falling Apart: Omri Koseh. RIGHT PAGE - TOP - Alice's Memories: Adam Narozanski. BOTTOM - Sprouting Memories From Rot: Joey Zeng.



Interactive cut scenes and playable environments reveal giant beds, warped hospital rooms, giant scalpels, her family (relatives) are tiny and far away (in the sky looking down on her among lots of other giant faces), massive pill bottles. Gauze for clouds. Trolleys. Dead bodies under covers.

What did Alice fear most about this period, these scenes? *The lack of family? Not knowing where she was? Feeling lost and alone? Feeling small?* These are dreadful memories.

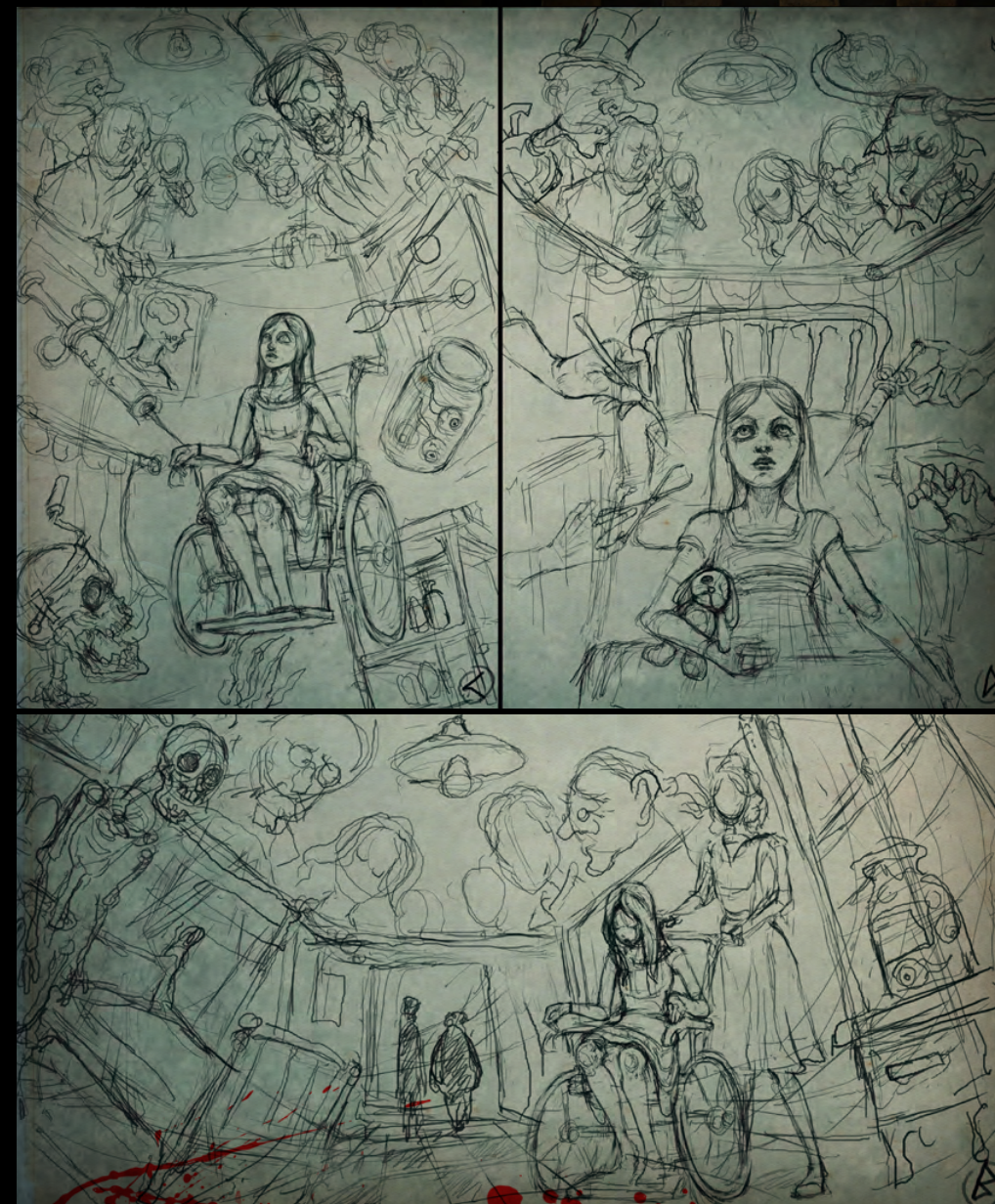
Again, **Bumby and Radcliffe** take center stage, saying, “...*insanity is the best option.*”

Radcliffe, continues the conversation.

WILTON J. RADCLIFFE

*“Indeed. No time for sloppiness Angus. Handle your vices, and keep the services you offer our clients intact. **With the girl as my ward, her estate is mine.** Feed the supply. Contain her mind. I’ll handle the rest...”*

As they both turn to see her, **Alice is pulled violently from the memory**, and she arrives in another one. *Her head spins.*



HARD GATED AREA



DEEPER INTO DARKNESS

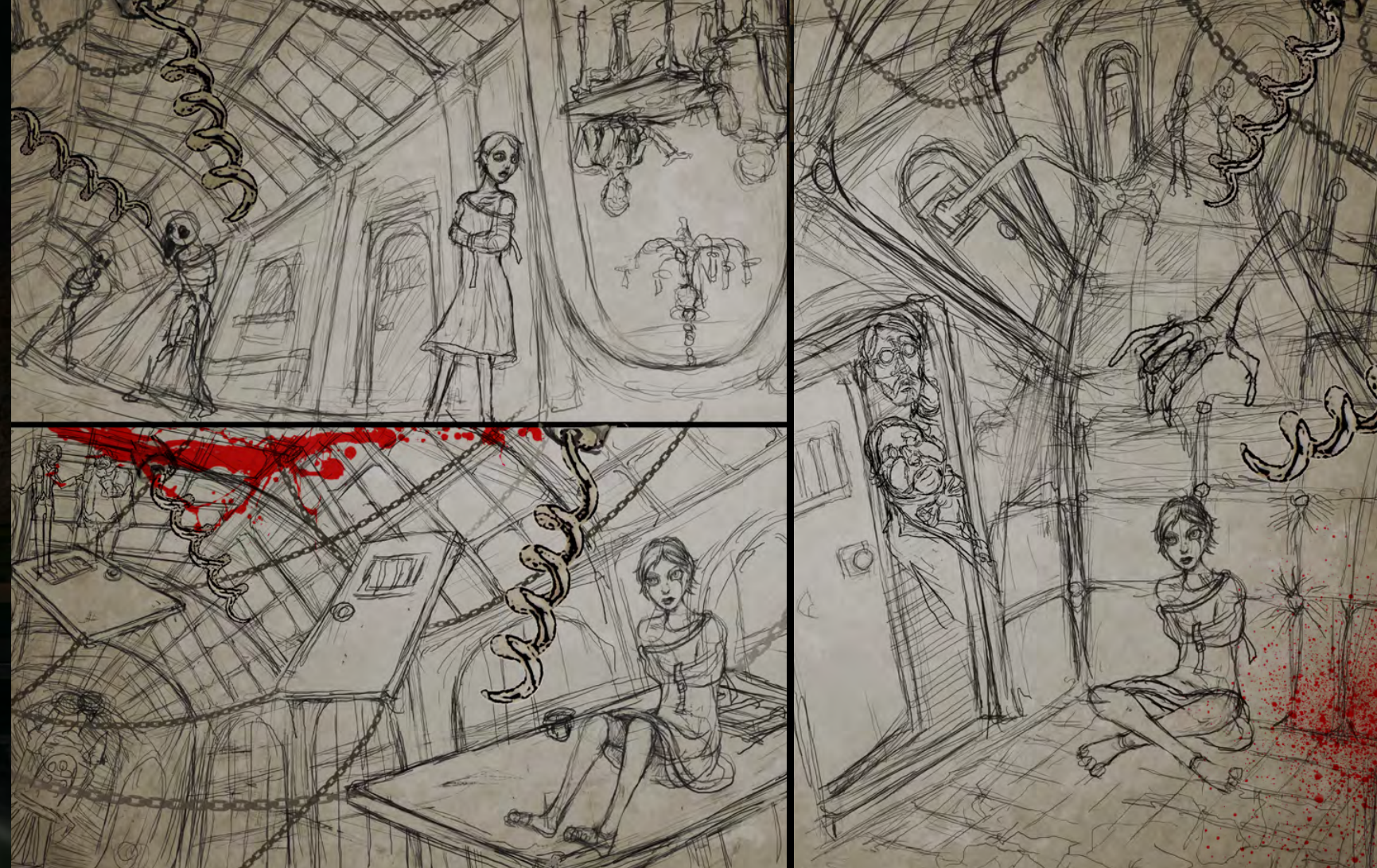
NAVIGATE THE MEMORIES OF THE SHADOW

We **PLAY**, as Alice follows ghostly visions in **memories of the Shadow**. Unlike the memories she has seen prior, these memories of Bumby and Radcliffe are bathed in darkness. The dark actor’s movements are jittery, broken and erratic. Their limbs are off proportion. *Both men have no eyes. Only deep, black recesses where their pupils should be.* Their voices pierce the air. Ranging from hushed whispers, to gasping roars.

As Alice moves through the environment, she overhears conversation critical to her quest.

Flashes of the night Alice was taken to the hospital. Scale is distorted to create a sense of vertigo, smallness, and distance.





We **PLAY** as we again follow another apparition of Alice, *as she has an outer body experience*, witnessing the **Shadow's memory**. She follows herself in flashes of **The Asylum** - Alice bound to a stretcher, thrashing as she's rolled through the entrance.

Nurses and doctors whispering and staring as she's wheeled through the corridors filled with the shouts and **screams of insanity**. Alice hears a voice. It is her own, but it is warped... *Breathless and desperate.*



THE SHADOW (WITH ANGUISH)

"At that time you were already acting as my guardian. Having me committed to the asylum was easy. Who would you believe? The family lawyer and the doctor? Or the raving mad child everyone now believed had burned her family to death?"

We **PLAY** as Alice walks the corridors of **Rutledge Asylum**. *Everywhere are signs of neglect, decay, madness, and cruelty.*



ALICE

"This is not a place for curing insanity - it's a prison designed to drive one mad."

The path leads past various rooms and corridors where we see variations on *Alice's routine in the Asylum*. Putrid mealtimes; bouts of uncontrolled rage; cruel interactions with doctors, nurses, and psychologists; playing with the other Insane Children. *A final room where Alice is bound to a bed; staring, catatonic, clutching her Rabbit. Her head is bald, and she is drooling.*

Heavily medicated, her eyes rolled back into her skull.

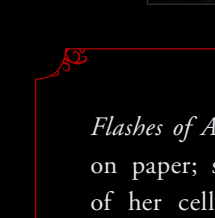


THE SHADOW
BROKEN PIECES FORM CONCEPT
IV



THE SHADOW (WITH DEEP SORROW)

"The days passed into months. The months into years. And many of those years were spent in a state far removed from reality. That must have made you feel at ease - no one believes Insane Children and their make-believe."



ALICE

Flashes of Alice's drawings - sketches on paper; scratched into the walls of her cell; carved into the flesh on her arms. Our first glimpse of Wonderland and its inhabitants.



"But in my make believe was your undoing..."

Suddenly, the Shadow enters the cell, spawning from the darkness of the walls. Enraged, the Shadow shudders spasmodically. She immediately takes over the entire scene, engulfing the area in thick, black smoke, brimming with anger and fury at the intrusion of Alice.



THE SHADOW

"What are you doing, little girl? This place is MINE! Get out!"

ALICE

"These are your memories?! Why relive these horrible experiences?"





THE SHADOW

"We all must eat to survive..."

Dark, pulsing onyx ore stems from the Dark Memory, and transfers its mass into the cracks and swirls on the Shadow's arms. These horrible memories give her strength.

Staring into the eyes of Alice, the Shadow continues;



THE SHADOW

"Perhaps it's time for you to taste some of my favorite horrors..."

The Shadow places a clawed hand on Alice, and Alice is again suddenly pulled deeper, into another dark memory. The architecture around her sways drunkenly. Sounds warp and distort as Alice reels in her own darkness.

Scenes of Bumby in the Houndstitch Home for Wayward Children play out. He is cross-examining and talking to Alice in a counseling session.



DR. ANGUS BUMBY

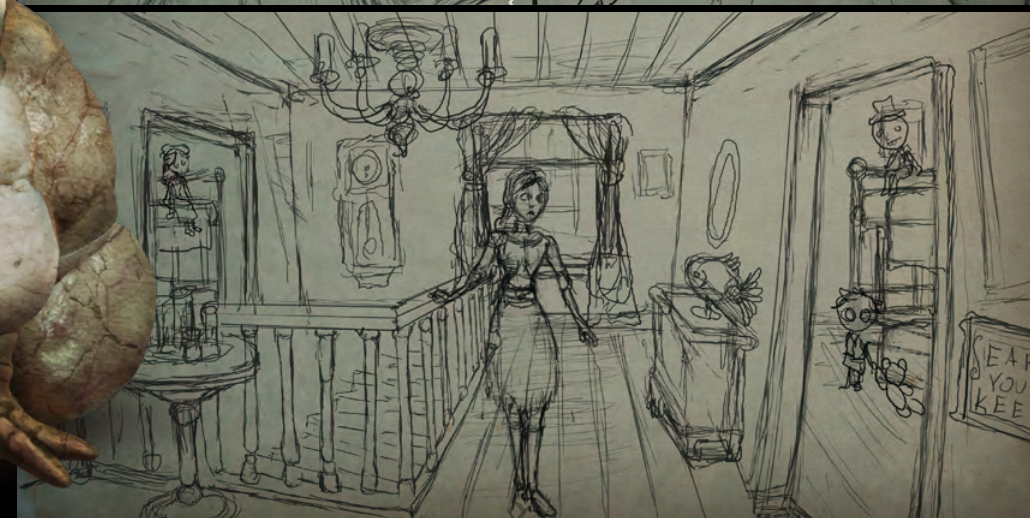
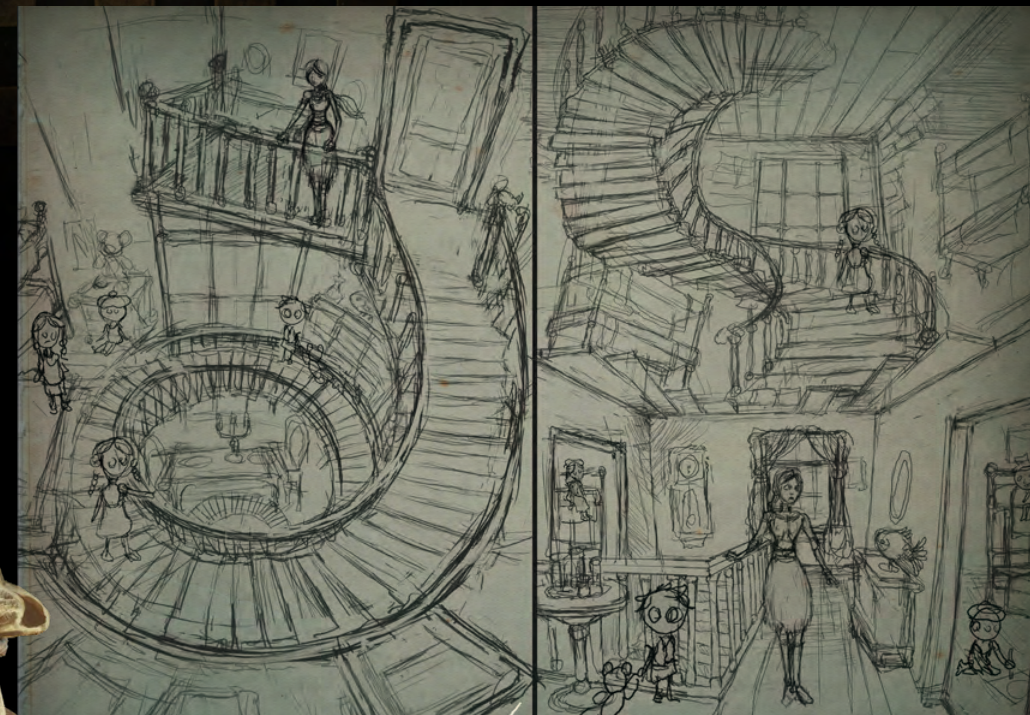
"The cost of forgetting, is high Alice..."

Insane children dolls now wander around Alice in a deranged circle. They sing and dance. Some dolls are half-dressed or have no clothing. Others have numbered cards nailed into them and are missing parts. They all bleed.

Radcliffe is seen counting the insane children on a bone abacus as they are whisked away by rotten puppet hands. Radcliffe's hands are soaked in blood, as he greedily pockets large wads of filthy, greasy and oily money with a multitude of gangling limbs.

A dark ruinous oil drips from Alice's eyes and from her mouth. She cannot speak. No one can hear her as she gurgles softly. She begins to drown and spasm. The Infernal Train rockets past the window, and breaks through the wall, and the hellish scene is destroyed.

Bumby's and Radcliffe's laugh can be heard as Alice plummets deeper and deeper into darkness...



We PLAY as Alice lands face first into the dust. Alice spits a wad of blood onto splintered floorboards. *She is now in a dress made of odd mis-matched fabrics.* Her rabbit is nowhere to be seen. **She is alone here.**

All is silent, bar the rusty clink of an overhead chain. Alice looks up to see *skewered dolls impaled on hooks and nails, swaying back and*

forth along a conveyor. Scissors, doll parts, thread and needles litter the area. Movement can be seen in the pitch black ahead.

As Alice gets to her feet, a **monstrous apparition of Bumby lurches forward from the shadows.** It carries a book bound in **pale skin and flesh** in its horrible hands. The pages turn and flutter as he speaks.



DR. ANGUS BUMBY / THE DOLLMAKER

“Hush now, Alice. You’ve told your tale. It’s time to listen to something new. I was once like you. Born in chaos - an orphan... of sorts. Mummy was mad, insane really... laudanum, hysteria, and carnal urges. Pa? A taxidermist. Obsessed with restoring life to the dead. His mistake? The dead can only rot. Like mummy rotted.”

“But the living? The living can be made clean. Dolls are clean. That’s the trick, girl. The moonbeam magic. Start from within and make everything clean. Clean and hollow.”

“Our minds - that is where the cleansing must occur. You’re an excellent example. Spattered in blood and wearing chaos like a badge of honor. But you know nothing of true chaos. If you did, you’d do as I’ve done, and dedicate your life to its complete eradication. That blade you ram through your enemies? An instrument of filth and corruption. It does not sterilize. Quite the opposite. It spreads filth and horror from whatever it touches. Just like Pa. That’s your mistake too.”

“Do you really think you killed me? The taxidermist might agree. But we’re beyond all that. No, Alice, we’re in the realm of Mr. Dream Man. Sing with me, Alice...”

“The train is coming with its shiny cars. With comfy seats and wheels of stars. So hush my little ones have no fear. The man in the moon is the engineer.”

As he sings, Bumby’s hands sway hypnotically. Tied to a swinging thread, he produces a bloody and **oddly shaped pocket-watch.** It does not tick. **It is frozen in time.** Alice’s eyes widen as she looks on in horror. **Trapped within the glass of the watch, screaming to get out, is Lizzie.** Alice’s sister is terrified, as she bangs her fists on the glass, trying to escape. **Lizzie screams.**



THE DOLLMAKER

“The past must be paid for, Alice. She is mine. Forever in time. And there’s nothing you can do to change it. Her fate is sealed. And it’s all your fault.”

Bumby’s voice turns to a guttural roar as a **Boss Battle begins.** **We PLAY** as Alice will need to survive an onslaught of violent attacks. **He clutches the clock containing Alice’s sister,**

and uses it to attack Alice at times. **He never lets it go.** Alice must dodge his blows, and strike his weak points in order to endure a frenzied, but short boss fight.







MOVEMENT & ATTACK NOTES

Lurching forward in the darkness, the memory of **The Dollmaker** predominantly attacks with lucid and creepy hand movements. Occasionally the warped apparition of Bumby will cruelly attack with the pocket watch in his possession, *violently hurling it at Alice*.

THREAT: DEADLY

6



HARD GATED AREA

COMBAT SECTION • BOSS BATTLE

DEFEAT THE DOLLMAKER



Once enough damage has been done to the memory of Bumby, he will laugh, and lurch forward. *His open mouth will consume Alice.* As Alice holds her hands up to shield herself, once “consumed” she will find herself in a London Train Station.

Tip-toeing forward, **we PLAY** as Alice will turn a corner, and come face-to-face with the memory of Angus Bumby. **He smiles a knowing smile as he looks at his pocket watch.**

A:MR’s ending scene and original dialogue will play out, and result in Alice pushing Bumby in front of a moving train, killing him. From this moment, a cut scene plays;

From the instant Bumby is killed, *the scene freezes*, and the walls of the train station crack like glass. We zoom into the darkness of Alice’s pupils, and in her eyes, a snow globe free-falls in the darkness, and cracks onto the floor.

A wisp of Shadow seeps into the glass sphere. *This is the moment The Chaos invaded The Snow Globe.*



CHAPTER SUMMARY

LEVEL
4.2

LEVEL 4 • ACT 2

ECHOES OF DARKNESS

DEPRESSION REALM • A TRUTH IN YOUR DARKNESS

ALICE'S APPEARANCE SORROW DRESS

As Alice's darkness and history is uncovered, her mind and memories do not remain unscathed. Navigating her own sorrow takes a toll. Where a mind was once guided by hope and bright lies, the realities of evil begin to cast shadows in Alice's psyche, which in-turn project to her appearance.

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 1 / 3



HEART

COLLECTIBLES • 3 / 5



MIND'S
EYE



HALL OF
DOORS KEY



INNER
COMPASS

WEAPONS COLLECTED • 7 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

5



CROQUET
MALLET

6



PLAYING
CARDS

7



M.H.'S TABLE
SETTER

8



9



10



11



12



ALCHEMY RUNES COLLECTED • 7 / 12





STORY INTERMISSION

0.5

THE SLUMBER

FATE • SLUMBER ENCOUNTER #5



OBJECTIVE: FIND AND TALK WITH CATERPILLAR ONCE AGAIN



An establishing **cut scene** plays while **Alice (A)** gasps as she arrives in the Slumber Realm. Breathless, Alice looks down at her feet to see a snow globe broken, and shattered at her feet. **Caterpillar (C)** watches solemnly, and silently. *As sad realization dawns in Alice, she speaks...*



- A “My Shadow killed my family’s murderer. The death of my family was only the beginning. I was spared her pain.”
- C “You were also spared her experience. The monster she killed deserved his fate. But in killing him, she sealed her own. His darkness was transferred to her - and now lives on through the shadow. It will consume her, and you.”
- A “Can’t she be stopped?”
- C “To stop her is to kill her, but she has a purpose. She brought you this far. And kept you safe. Sealed away and repressed, under the waves of her torment. You never saw or experienced what she did, until now.”
- A “Her memories are horrible.”

- C “You see what has made her. What has hurt her. Now it’s your turn to keep her safe. She is blinded by her suffering, Alice. Where her rage once severed and abandoned you, she now seeks to sway you in her favor.”
- A “Why? Why do I matter to her?”
- C “You are her conscience, Alice. You are her reason. You are her kindness. You have long since been forgotten, but she seeks to make you let go of what you hold. You stand in her way. This is why you have been protected, until you were needed most.”
- A “I’m starting to think she has a point. Her rage is justified by these horrors.”
- C “Perhaps. **But do monstrous deeds inflicted, warrant more monsters created?**”

Alice thinks on this, as the scene washes away, and cuts back to exploration of **The Mines**.

- CHAPTER END -





SOFT GATED AREA
DEEPER INTO THE MINES

4.3

LEVEL 4 • ACT 3

NEW AREA



MINES OF MEMORY

DEPRESSION REALM • A PAST BURIED IN SHADOWS

OBJECTIVE: LOCATE THE MISSING FRAGMENT (THE EYES)

As Alice lands back in the mines, she is reunited with her rabbit. Surveying the scene outside of the Shadow's Memories, Alice locates a rusted **Teapot Cannon**, embedded and protruding from the ore. Taking the weapon, the *Teapot Cannon* is an AOE long range launcher. Capable of firing **massive globs** of boiling pressurized tea at a distance, the secondary fire allows Alice to *pour boiling hot tea on the ground* as she walks. **These puddles bubble and burn her enemies in a floor trap**, until the tea cools and it dissipates after time has passed.

The surrounding space and scenes are home to enemies of Broken Dolls and hybrid insects, and obstacles of logic and spatial puzzles. The overall theme of the area outside of the memory scenes is a **Dangerous Old Mine**. This creates gating and resistance as Alice moves through the area.

As Alice journeys through the mines, she will be guided by her inner compass and her Rabbit to find the EYES. This is a dark place where it is literally difficult to see. This realm is controlled by March Hare and Dormouse - both of whom relentlessly taunt and blame Alice for their inability to see.

NEW WEAPON



TEAPOT CANNON ACQUIRED

RANGED AOE EXPLOSION & FLOOR TRAP COMBAT WEAPON



BOIL & BUBBLE • BURNT FLESH & RUBBLE



SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

4.3 DEPRESSION REALM - MINES OF MEMORY • A PAST BURIED IN SHADOWS

Artwork • LEFT PAGE - Deeper Into The Mines: Joey Zeng, RIGHT PAGE - TOP RIGHT - Teapot Cannon 3D Render: Adam Narozanski, BOTTOM LEFT - Tangled Memories: Omri Koresh, BOTTOM RIGHT - Underground: Joey Zeng.

PLAY THING CRAWLERS

NEW ENEMY VARIANTS



THREAT: MODERATE

2

SWARM

MELEE

SWIFT



MOVEMENT & ATTACK NOTES

Play Things burrow and giggle beneath the soil of the mines. Screeching as they arise, these abominations attack with clumsy abandon and wild aggression.

Powerful pincers can incapacitate Alice, and their unbalanced limbs can be deadly. They pack a punch, but can be dispatched quickly.

HARD GATED AREA

RESTORE THE BROKEN MINES
PROCESS MEMORIES & PAST TRAUMAS


Dormouse and March Hare have done a terrible job of maintaining the mines. *Things are clogged and broken.* The mines are stalled, and do not process any memories. Memories are left behind and hidden to feed the Shadow. *Alice will restore the machinery, and allow it to process memories, thereby restoring healthy function to the mines.*

Having overcome the surrounding obstacles, Alice confronts **Dormouse and March Hare** at the top of the mines. Because they are blind, they've used **The Eyes** as a means to see Alice through a series of mechanical lenses scattered around the mines.

As Alice progresses through the mines she knocks out these lenses until the Mouse and Hare can no longer see.

A **Boss Battle** takes place at the top of the mine, directly underneath the roots of the memory tree. A large chamber filled with lenses, dark corridors, memory debris, and shifting floors on a ringed platform - Alice engages **Mouse and Hare**.

Here, they scream;



DORMOUSE

"Old memories can still hurt you, Missy! We'll make sure of it!"



From one of the memories emerges a **massive steam-tea powered Mecha**, (formerly from a memory of a previous visit to Hatter's Domain). A wild boss fight ensues under the maw of the Memory Tree. Alice combats the Mecha and the two rodents, eventually defeating them. *As they are "recycled" the Mecha, and Dormouse and March Hare are both consumed by the maw under the Memory Tree.*

BOSS BATTLE

8

LEVEL 4 • MINES OF MEMORY

NEW ENEMY

MECHANICAL MEMORY

MAD MACHINATIONS FROM THE PAST • ROUND TWO

THIS BATTLE TAKES PLACE ON A REVOLVING PLATFORM

THREAT: EXTREME

5

MOVEMENT & ATTACK NOTES

Emerging from the ruins of Alice's past, this **Mechanical Memory** is a dire threat finally given time to shine. Attacking with a massive drill, boiling tea, and powerful open palm slams, the destructive bronze beast is piloted by *Dormouse and March Hare*.

As Alice battles the Mech, dodging environmental hazards will play a key role in Alice's survival. Alice will have to use the destroyed falling environment and wanton destruction caused by the machine to gain the advantage in this fight.

HARD GATED AREA

COMBAT SECTION • BOSS BATTLE
SMASH THE MECHANICAL MEMORY

PLAY THING WALKERS

NEW ENEMY VARIANTS



THREAT: HIGH

3

HUNTER

MELEE

MOVEMENT & ATTACK NOTES

Faster and deadlier **Play Thing** variants, these bipedal monstrosities erupt from the soil crying, screaming or laughing. Once Alice is in their sights, they will engage and hunt her, with every intent of replacing their mismatched limbs with some of Alice's.

CHAPTER END

Alice places her hands on the **EYES**, claiming her prize and heading for the exit.

Before Alice can escape, *she is pulled up into the memory recycling system* - an ethereal and glimmering abundance of massive, swaying tree roots - **and enters into a surreal encounter with Caterpillar.**

225

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE
4.3 DEPRESSION REALM - MINES OF MEMORY • A PAST BURIED IN SHADOWS

Artwork • TOP LEFT - Play Thing Enemy Artwork: Joey Zeng. Enemy Design & Mechanics Outline: Alex Crowley. TOP & BOTTOM RIGHT - Under The Memory Tree: Omri Koreish.

226

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE
4.3 DEPRESSION REALM - MINES OF MEMORY • A PAST BURIED IN SHADOWS

Artwork • TOP RIGHT - Mechanical Memory Vs. Alice Boss Encounter - Line-work: Norman Felchle. Coloring & Rendering: Omri Koreish. BOTTOM LEFT - Play Thing Walkers Artwork: Joey Zeng. Enemy Mechanics and Outline: Alex Crowley.

CHAPTER SUMMARY

LEVEL
4.3

LEVEL 4 • ACT 3

MINES OF MEMORY

DEPRESSION REALM • A PAST BURIED IN SHADOWS



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

TEAPOT CANNON

RANGED AOE EXPLOSION
& FLOOR TRAP
HEAVY COMBAT WEAPON

BOIL & BUBBLE • BURNT FLESH & RUBBLE



WEAPON LORE

A heavy, rusted memory brought back to life for another hot serving.

A high power, high risk/high reward weapon that can be equally devastating, or catastrophic in combat for the player depending on the wielder's usage and strategy employed.

The equivalent of Alice: Asylum's rocket or grenade launcher. High impact, high damage, explosive splash damage. Can be tactical with well-considered usage.

WEAPON QUIRK



OVERFLOWING POT

Fully charged projectiles leave a "boiling trail" behind them, causing Damage Over Time to any enemy, (or Alice) if they step within the trails after the weapon is fired.

UNLOCKABLE QUIRK



TAKING TIME FOR TEA

While aiming and charging this weapon, Alice's movement speed is reduced. Unlocking this quirk significantly reduces the debuff on Alice's movement speed while aiming and charging.

Alice also takes less damage from AOE explosion damage, and from stepping in set boiling tea traps.

I.



SIGNATURE ATTACK

TEA IS SERVED

Charging the Teapot Cannon steams the weapon, then launches a large boiling glob of tea into the distance.

Longer charges, equal longer distance. A full charge has no distance drop off, firing in a straight line. Lower charges arc the trajectory.

Projectiles can travel far, and deal incredible damage if they strike true. Impacts create a large AOE explosion of boiling tea, that can also boil Alice if she is too close.

9 / 33



ATTACK RESOURCE

Tea Cannister. +6 Sml. / +33 Lrg. Available as in-game pickups. Limited ammo resource.

II.



ALTERNATE ATTACK

MIND THE SPILL

The Teapot Cannon's Secondary fire sees Alice steadily pour out the boiling tea from the Teapot as she moves, just ahead of her, creating boiling puddle tea traps around the playing field.

If any enemy walks into the puddles, they will sustain heavy burning damage over the time, or will avoid the traps, creating crowd control and zoning options in combat. Alice is also able to be damaged by the traps she lays, so care is required when using them.

33 / 33



ATTACK RESOURCE

Tea Cannister. +6 Sml. / +33 Lrg. Available as in-game pickups. Limited ammo resource.



STORY INTERMISSION

0.6

THE SLUMBER

TRANSFORMATION • SLUMBER ENCOUNTER #6



OBJECTIVE: INVESTIGATE THE SHADOWS OF WHAT WAS, AND WHAT IS YET TO COME...



Another encounter with **The Caterpillar** where the theme is the *power of transformation*. As Alice explores the scene, Caterpillar narrates...



CATERPILLAR

"We cannot undo what's been done but we can take every passing moment as a chance to change course..."

We **PLAY** as Alice follows an **older memory of herself** through the streets of London. **The version Alice follows is the same as who pushed Bumby in front of the train.** Alice witnesses the elation of her memory, having rid herself of her tormentor.

Alice watches her memory as she wanders through London. *Mushrooms and beautiful foliage sprout from the walls and brickwork of London.* All is magic, serene and happy. Her memory is satisfied.



CATERPILLAR

"The sound of his bones cracking played over and over again in her mind. The final violent expulsion of air from his lungs as he was crushed by the train... It was... Well deserved. Her elation and his demise quickly turned into something else. Something... New."

As Alice floats in Londerland, blissfully, the sound dims. A whisper is heard, then many others. Watching as passers-by turn to look at Alice, more and more London inhabitants stop their walking. *They stare at Alice.* Their mouths do not move, but *she hears their thoughts.*



SOFT GATED AREA

FOLLOW YOUR MEMORIES...

Outstretching her arm, Alice reaches out to calm the whispers inside her head. They obey, if just for a second. Then, a crash of shattering glass is heard. Bumby's laughter echoes.



CATERPILLAR

"She felt something break inside. An undeniable darkness took hold, and spread..."



A cut scene plays as Alice's beautiful experiences turn horrid. Cracks appear in the walls. The mushrooms and magical sprouts rot, wither and die. Alice can only gaze in wonder, as dark swirling voids appear, violently consuming the rotting foliage as darkness spreads. Alice follows her memory. The apparition recoils, holds her temples, and begins to panic.

We PLAY as day turns to night, as Alice wanders through this fresh hell-scape, following after her memory.

She arrives at the Houndstitch Home For Wayward Children to find Radcliffe there, surrounded by orphans and talking to the police.

A cut scene takes place upon her arrival...





Arriving on the steps of **Houndstitch Home for Wayward Children**, we witness a memory wherein **Alice (A)** is confronted by **Radcliffe (R)**, with a platoon of **Policemen (P1, P2)** at his side.

R “That’s her! She’s the one, officer! Arrest her immediately!”

Radcliffe furiously waves his **Little Black Book** in the direction of Alice’s approach. The Policeman continues;

P1 “Now sir, we’ll get the facts and find the killer. You leave that to us.”

R “Imbecile! She can’t just be left to wander the streets! She’s a killer. An insane person! Certified. Only released from the Asylum because I allowed it. Put her back in!”

As Alice steps closer, Radcliffe points a shaking finger.

R “You stop right there! As the purveyor of this establishment and the responsible agent for the protection of these products... er, children, you are hereby informed of your expulsion from the Home For Wayward Children. Do you hear that officer? She’s not to take one step inside this building!”

Alice breaks down crying - overcome by the murder and the reality of what she’s done. In her sorrow, a whisper begins to manifest. Only

Alice can hear. It is the voice of Radcliffe. He stares at Alice through a sweating, furious frown. *His lip trembles, but his mouth does not move.*

R {Internal Thoughts} “Angus is dead. I know you killed him. But you will never win. You will never learn the truth. I’ll see to it, and you’ll never lay a finger on your family’s estate. Not while I live and breathe...”

Alice is aghast hearing the words. They are unspoken from Radcliffe, but clear in her mind. As Alice recoils at Radcliffe’s thoughts, her shock is met with an echoing shatter. Like shards of mirrors tumbling into nothingness, the grim London street around Alice breaks apart.

All Alice sees is Radcliffe, *surrounded by fire, fury, and horrible manifestations of demons, greedily pocketing ill-gotten wealth.*

He smiles like a devil, his form warping and horrible, as bloody coins tumble from outstretched, misshapen fingers. He laughs as the gold falls. Alice holds her temples, and almost blacks out, she cannot control it. Holding steadfast, darkness wells in her eyes and she grits her teeth. The scene rapidly rebuilds back to the dirty **London Street**.

Radcliffe, unperturbed, turns his back to her and ushers the children through the door. The cops mutter about wanting to know Alice’s whereabouts while warning her not to leave the district.

P2 “We’ll be speaking to everyone of interest Miss. That man there thinks you should be at the top of our list. What have you got to say for yourself? What proof do you have of your innocence?”

A {Quietly} “...Proof? Simply a matter of perspective on the crimes...”

Her voice trails distantly as she sways, unsteady on her feet.



CATERPILLAR (C)

“Radcliffe blamed her. Though he didn’t have the evidence, he knew it was her. Just as she knew it was him. His guilt. His compliance. His mind and her memories spoke more than his mouth ever could.”

Alice looks up to watch as Radcliffe closes the door - their eyes meet for what seems like an eternity. Radcliffe blinks and his eyes dart side to side. *Hers continue to darken in fury.*



CATERPILLAR (C)

“Now she knew. He had been in on it all along.”

The Shadow’s hands claw out from Alice towards Radcliffe, but only we can see. Radcliffe slams the door shut. Alice, surrounded by encroaching Police, and wrought with rage, wrestles free from their grasp, and **runs down the street**. The policemen yell behind her. *They pursue as the scene ends.* The sound of their screams snaps us back to the scene with **Alice and The Caterpillar**.

A “She intends to Kill again. **My Shadow**. After Bumby, She believes Radcliffe deserves to die.”

C “And then the transformation will be complete. Darkness always begets more darkness. What do you believe, Alice? What do you see?”

Alice does not have a chance to answer, as we zoom into her eyes. A tear drop forms, The Slumber encounter ends as the droplet falls, dropping into a calm, azure pond.

Panning up, the scene cuts to a **gargantuan, lush tree**, its leaves bristling in the breeze within **The Vale of Tears**. - CHAPTER END -



4.4

LEVEL 4 • ACT 4

NEW AREA

THE TREE OF MEMORY

DEPRESSION REALM • TRUTH BLOSSOMS

OBJECTIVE: FIND THE MISSING FRAGMENT (THE EYES)



SOFT GATED AREA

EXPLORE THE TREE OF MEMORY



Focusing on a branch of the tree, *Alice blossoms from the stem - starting as a flower and then blooming into a girl.* We **PLAY**, as Alice continues her descent safely to the ground, *jumping from flower petal to leaf to branch*, and proceeds on her way.

The **EYES** sit at the bottom of a small calm pond, dotted amongst the foliage of the Vale. *Alice reaches in, and retrieves the EYES from a pool of tears.*

Having repaired the Memory Tree, and **now able to see clearly**, *Alice's memories now flow and are processed properly.* As the beautiful tree above Alice blossoms and blooms, **all manner of memories; happy, sad, dark and light are processed.** Alice is racked with emotions.

A flash of memories, of her own, and that of the Shadow's, flow and ebb through Alice's mind. Gazing back at her reflection in the pool, she spies the reflection of **The Shadow** staring back at her, *but neither flinches.*

A moment of somber thought, and Alice places a finger on her reflection in the water. It points back as she breaks the water. As the ripples subside, Alice is left looking at her own glum reflection in the water. *The Shadow has gone.*

Deep in thought, Alice spies an upright ornate door frame nestled amongst the flowers. Opening the door, Alice heads back to the **Hall of Doors.**

- CHAPTER END -

CHAPTER SUMMARY

LEVEL
4.4

LEVEL 4 • ACT 4

THE TREE OF MEMORY

DEPRESSION REALM • TRUTH BLOSSOMS

ALICE'S APPEARANCE CHAOS DRESS

Torn in different directions, Alice's doubt begins to turn to understanding. Beneath the waves of her torment, Alice's mind races to steady the sails and brave the coming storm. Adapting and changing, Alice's attire reflects the nature of someone becoming one with the self, yet still with no inner peace in sight.

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 2 / 3



HEART



NEW
EYES

COLLECTIBLES • 3 / 5



MIND'S EYE



HALL OF
DOORS KEY



INNER
COMPASS



FRONT VIEW 01

FRONT VIEW 02

WEAPONS COLLECTED • 8 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

5



CROQUET
MALLET

6



PLAYING
CARDS

7



M.H.'S TABLE
SETTER

8



TEAPOT
CANNON

9



10



11



12



ALCHEMY RUNES COLLECTED • 8 / 12

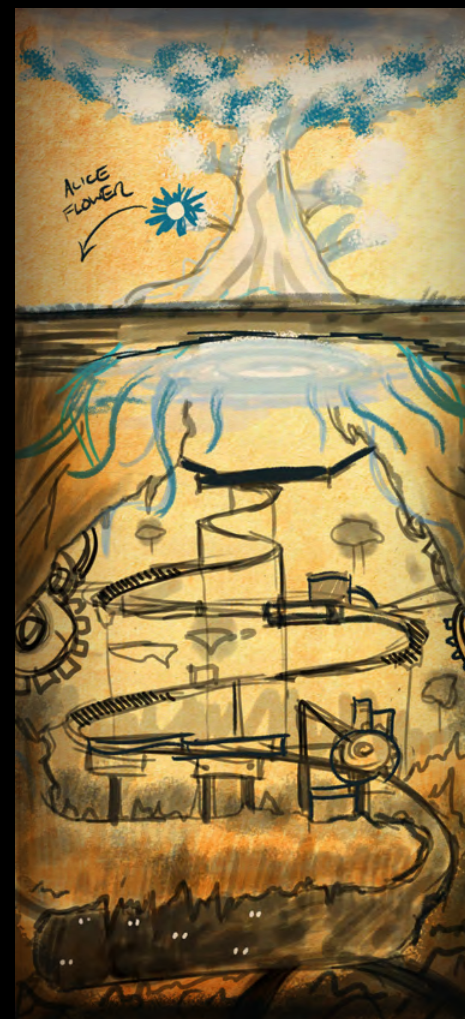


MINES OF MEMORY

WORLD LORE & DESIGN NOTES

One of the most complex areas in Alice's journey, the *Mines of Memory* are inspired by the journey of trauma. One that starts blinded, and in the deepest, darkest depths. Alice's trajectory is always upwards through struggle and challenges she faces in this area, though she may literally fall from time-to-time.

The end result is to reach a form of understanding of her situation and truth, which Alice uncovers at the very peak of the area, having overcome the obstacles in the dark. Heavy in symbolism, the below rough sketches further elaborate on the areas within the mines, and how they interconnect.



NEW KEY ITEM
ACQUIRED

EXPANDED ITEM INFORMATION

THE EYES

The **Eyes** are another **key item** that are integral to the plot of *Alice: Asylum*. Obtaining *The Eyes* is symbolic of Alice's line-of-sight becoming clearer in understanding the darkness she faces.

PRE-PRODUCTION DESIGN NOTES:

The **Eyes**, **The Heart** and **The Brain** were chosen to represent key areas of the self when processing trauma. As Alice's journey continues, the pain in her "heart" and loss of those she loves is examined. The ability to "see" the truth and examine her own darkness is linked to the "eyes". Processing all of this information and forming a strong understanding of her grief is symbolic of the "brain".

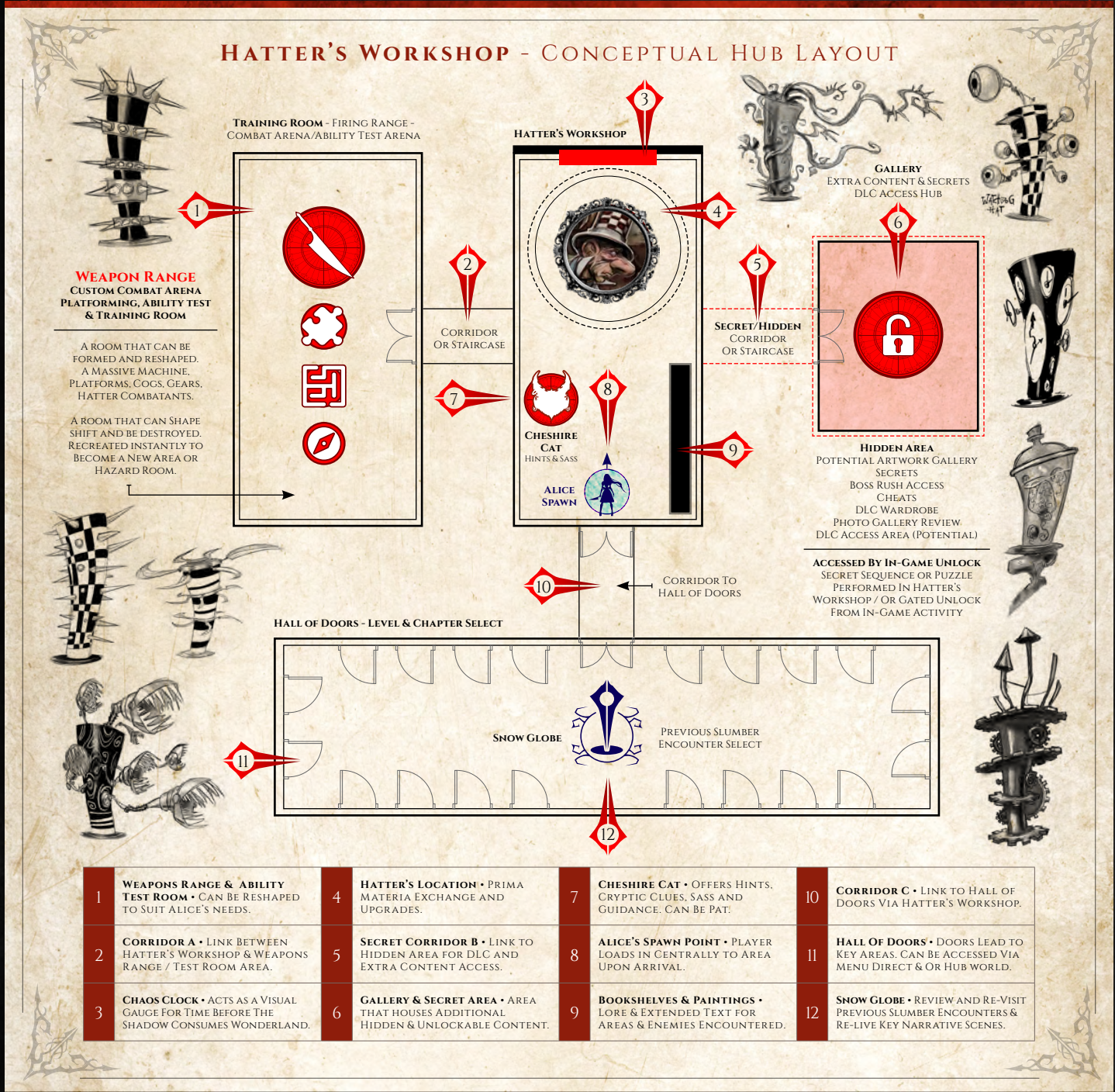


ABILITIES GRANTED:

+ Health Bar Increase

+ XP Boost (Prima Materia)





HARD GATED AREA

REVISIT THE HALL OF DOORS

NAVIGATION HUB-WORLD

UPGRADE & XP LEVELING INTERMISSION

REVISITED AREA

H

HATTER'S WORKSHOP

BARGAINING REALM • TICK-TOCK



OBJECTIVE: EXPLORE HATTER'S WORKSHOP, UPGRADE & MASTER NEW ABILITIES



We **PLAY** as Alice steps from the Hall of Doors and quickly makes her way to Hatter's Workshop. There she returns the Second Fragment Piece (**The EYES**) and is allowed a chance to *equip items, upgrade weaponry, or restock weapons and supplies*. Hatter is busy tinkering away. He **offers new upgrades and inventions for Alice's perusal, in exchange for Prima Materia** Alice has collected on her way.

Hatter warns Alice of time running out to save Wonderland. **The Chaos clock continues to be consumed. Tick-tock. Only 3 Moons remain.**

Prepared for the next adventure, she returns to the **Hall of Doors** and...

- CHAPTER END -



SOFT GATED AREA

EXPLORE THE VALE OF TEARS

5.1

LEVEL 5 • ACT I

VALE OF TEARS

DEPRESSION REALM • WE'RE ALL SAD HERE



OBJECTIVE: FIND THE MISSING FRAGMENT (THE BRAIN)



NEW AREA



We **PLAY** as Alice steps from the **Hall of Doors** into **The Vale of Tears**. The scene before her is a riot of dense green vegetation and towering mushrooms. Everything is illuminated by glittering shafts of moonlight piercing through the canopy. Butterflies and bees float overhead while ants and spiders occupy the ground and leaves in the spaces between. **Giant Rain Drops** sparkle in the dense air. **All of it frozen in time like a living painting.**

After some exploration, it is clear Alice is emotionally processing. The **Cheshire Cat** appears and talks with Alice...



CHESHIRE CAT

"You seem a bit wilted Alice. Despite all your gadgets, are you still unsure which path is the right one?"

ALICE

"I'm confused, Cat. My Shadow, she does horrible things, but they seem justified. Her rage, and destruction. She doesn't want anything anymore. Only for it to end."





CHESHIRE CAT

"Quite right. A tangled mess that requires unraveling. I believe it will be up to you. Whether you see it fit to challenge her. Or help her burn things to the ground entirely."

"Be sure it is used wisely then. Time is fleeting, and the only commodity that cannot be replenished."

ALICE (VOICE TRAILING & DISTANT)

"I'm not quite sure either is the right path. We share memories now. All of them... I need... **Time.**"



SOFT GATED AREA

MASTER THE BUBBLE OF INFLUENCE

We **PLAY** as Alice navigates the scene heading towards the direction indicated by her **Inner Compass**. Along the way she encounters a variety of bizarre Woodland Creatures *frozen in place* who spring to life with Alice's passing.

Alice carries with her a **Bubble of Influence**, which is represented as a "Sunlight effect" related to her Dress. Time resumes inside it's proximity, and freezes again once she passes. The Chaos is also here - converting Woodland Creatures into enemies Alice must defeat. The vast majority of Alice's aggressors are Chaos infected and consumed reptiles. *Snakes, lizards, newts, turtles and alligators form the ranks that attack Alice here.* The Chaos operates outside of frozen time - another facet that cannot be controlled. It converts frozen creatures into enemies who will always attack Alice at will.

Platform puzzles form a series of obstacles to Alice's progress - designed around the unique physical environment created by the stoppage of time. In one area, Alice jumps and swims upward through suspended water droplets - their static behavior disrupted by her passing. In another location, levers and bridges are unfrozen by Alice's actions and presence - then refrozen as she moves away from them.



Eventually, Alice will encounter **Mock Turtle** is waiting on the path ahead, also frozen in time and place. As Alice draws near *he unfreezes* and a **cut scene** begins.



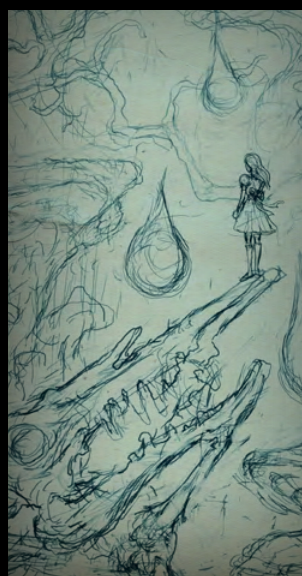
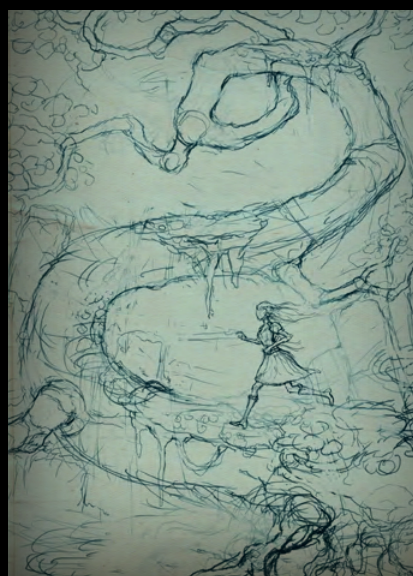
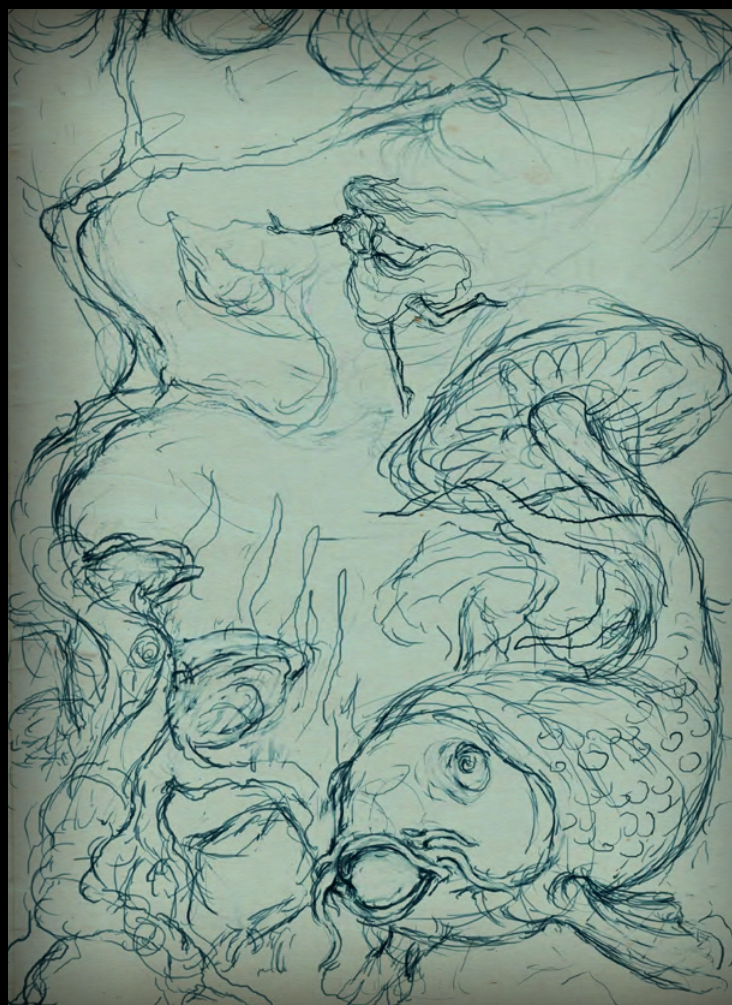
MOCK TURTLE

"Oh, thank goodness you're here. My nose has been itching for what feels like a thousand years!"



ALICE

"You again. Back to torment and bully me? I'm already getting enough trouble from other reptiles in these woods. And I'll make myself clear, there is no circus for me to return to. No lines for me to sing. My path is my own."





SOFT GATED AREA

GUIDE ALICE ALONG THE WATER



Alice (A) and The Mock turtle (MT) continue their peculiar conversation amongst the bubbling brooks of the Vale of Tears. Alice eyes Mock turtle with suspicion, as they both descend into a familiar spiral of nonsense together...



MT “Hmph! That’s good to know. You seem very... you. Much more than I was me, when you met the last me I’m sure. But then again, I’m as much me as I can be today. Are you certain you’re you?”

A “What I’m certain of, given how ridiculous you are, is I can only surmise you are indeed the real Mock Turtle and not another lie. Be useful. Tell me what has happened here?”

MT “Am I? Sharp words, good thing I’m thick of shell. It takes a lot to crack this one.”

Mock turtle taps on his shell with a flipper.

MT “In regards to the environs; night fell and the sun never returned. The flow of time slowed and then everything stopped. Something is holding us all back. We must restore the natural flow of things. The Duchess might know how. She’s far shrewder than I, and twice the appetite no doubi.”

A “Very well, we’ll have to pay her a visit. Judging by my horrid memories, we might have to bring something else for supper, lest we find ourselves on her menu.”



CHAOS INFECTED PIG CORPSES



We **PLAY** as Alice navigates the timeless vale with Turtle in tow. He acts as a raft, assisting Alice navigate the areas and flow of water where she cannot alone. Along the way she encounters more combat sections with **Chaos Creatures** and more physical obstacles & puzzles built around the unique behavior of time in this area.

Wherever Chaos is encountered, *squeals of pigs are heard*, and the corpses of **dead pig-man hybrids** are found. The Pigs are *torn apart*, dismembered and slain, their body parts strewn about in overt displays of **ultra-violence** by the Chaos-consumed reptiles.

As Alice floats along the perilous streams, surpassing combat arenas and platforming sections, she will eventually glimpse **The Shadow** in the distance,

tearing a pig-man apart on a tiny island. **The Shadow** is crying as she does so. Destroying blindly in her sorrow.

As Alice meets the tearful gaze of **The Shadow**, *Mock Turtle panics*, and recoils in horror. Alice is flung from his shell. Crashing her head against a rock, Alice’s body rag-dolls downstream through the rapids.

Her head above the flow, moments before Alice blacks-out entirely, she witnesses Mock Turtle in the cruel grasp of the Shadow. *He blubbers and struggles hopelessly*, but is quickly consumed in a tangled mass of darkness as his scream fades into the sound of rushing water.



— - CHAPTER END —



5.2

THE DUCHESS'S COTTAGE

DEPRESSION REALM • THE MOURNING VALE



OBJECTIVE: FIND THE MISSING FRAGMENT (THE BRAIN)

Alice's eyes open with a gasp. Darkness turns into light piercing from the canopy of the **Vale of Tears**. Alice has washed up downstream on the riverbank. Calm water laps at the edge, as she splutters and pulls herself to her feet. She has arrived in front of an odd cottage, *emblazoned with pig effigies*.

The **Duchess's Cottage** is surrounded by its own **Bubble of Influence**, *time flows freely here*. Pigs squeal announcing Alice's arrival, and **The Duchess** fiercely guards her cottage from within. Freshly dug graves, marked with hooves, snouts and curled tails are everywhere. The Cottage resembles a mausoleum. A place of death and mourning. *Some pig bodies are in open coffins*.

As Alice approaches, a **cut scene** plays...



The cottage door slams open, revealing **The Duchess**. She is in a *mourning veil*. Spittle flies from the Duchess's mouth as **she screams at Alice**.



THE DUCHESS'S CHILDREN • PIG CHILD VARIANTS



THE DUCHESS

"Back to finish the task are you? Slaughtering my children. Vile girl!"

"I do not share my secrets with murderers. Your chaos ends here girl."

ALICE

"No, you are mistaken! I only seek your knowledge."

"Please, I am not who you think I am! I do not want to hurt any children!"



THREAT: DEADLY

6

MOVEMENT & ATTACK NOTES

Attacking viciously, **The Duchess** is a towering giant compared to Alice's small frame. Carving massive swathes with her cleaver, this is a battle akin to a duel of blades. Areas of her cottage will be destroyed in the fight, sending debris and broken bits everywhere.


Should Alice get too close, the Duchess will stretch open her jaw to bite down and chew on Alice, inflicting massive damage in the process.

 MELEE

 HUNTER

 SUMMONER

 BITE


 HARD GATED AREA

COMBAT SECTION • BOSS BATTLE
DEFEAT THE DUCHESS


We **PLAY** as Alice is pitted in a **Boss Battle** against **The Duchess** and her Hoggish soldiers. **The Pigs are not killed, only knocked back and onto their backsides in this combat encounter.**

They are plump, round and childish. Clumsy in their movements, they roll onto their backs when defeated, kicking and squealing hopelessly. The Duchess attacks with a massive iron cleaver. From outside the cottage, and into the kitchen, the fight rages on.

Once the Duchess is disarmed, Alice has her at knife point. **A cut scene begins.** *The Duchess begins crying after the fight.* Not because of the fight, but because of what she has lost.



As **Alice (A)** lowers her blade **The Duchess (D)** body language and tone softens. The two engage in conversation as the Duchess's tears dry. *Alice listens and responds in earnest...*



- D "I had to make sure you were you, Alice. You fight with courage, not blind-fury."
- A "I fight for myself. And for the truth here. There are things I need to understand. Can you help me?"
- D "This part of you feels that way at least. Your Chaotic other half must have been the culprit of my slaughtered children. Their bodies are still fresh in the ground..."

The Duchess's eyes are full of tears. She looks upon a twisted painting

- of herself, gleefully surrounded by hybrid pig children.
- D "I had to defend who was left, and I am unsure who to trust. I mourn their loss. Family is a terrible thing to lose. But, we must survive with the best parts of them that remain. Memory... Can be kind. And cruel."
- A "I have no family either. How does one endure such loss? What is the answer?"
- D "I'm still not sure my dear. All I know at first, is that **crying helps.**"




The Duchess explains to Alice that Tears are restorative. *Crying helps.* Alice needs to collect **Tears** from the purest source of them within the **Vale of Tears**, and bring them back to the kitchen. *The Duchess can then cook them into a potion to restore time to The Vale.*

We **PLAY** as Alice and her Rabbit navigates towards the direction her inner compass points her. An opening reveals a massive statue of Alice weeping. *Tears flow from its eyes.* **This is where the purest tears are found.** The valley in which it rests is protected by a massive sprouting of **Talking and Singing Flowers**. Defeating their gnashing teeth, and navigating the puzzles and platforming sections within the gardens of the Vale, Alice presses on.

Wandering up to the massive crying statue, and meeting its gaze, a **cut scene** begins.

There is no sound, only a soft breeze as petals blow past. Seeing the **Crying Statue** hits Alice with a wave of emotion. Alice stares, and begins to shudder. **Her breaths are short.**

 ALICE

"...I miss you Lizzie..."

ALICE BEGINS TO CRY.

"...I miss you Mum and Dad..."

DEEP, SORROWFUL SOBS THAT DROP HER TO HER KNEES.

"...Why did you have to leave?"

As Alice continues to cry, her tears fall freely, and she is transported back into the **Slumber Realm...**

SINGING FLOWERS • VALE OF TEARS

NEW ENEMY VARIANTS





THREAT: HIGH

3

MOVEMENT & ATTACK NOTES

Drifting, singing or sleeping lazily in the breeze, these seemingly serene flowers will viciously attempt to gnash and bite down on Alice should she disturb them or get too close. Usually positioned in packs, Alice must tread carefully wherever she hears their song.

 BITE

 TELL-TALE



THE SLUMBER

SORROW & SECRETS • SLUMBER ENCOUNTER #7



OBJECTIVE: FOLLOW THE GHOSTS OF THE PAST...



RADCLIFFE'S OFFICE

PLAY MUSIC VIA YOUTUBE



Alice's tears fall freely until her surrounds morph into the London night sky. She sits upon a rooftop, Caterpillar (C) by her side. Alice (A) wipes her tears in his presence, and the two speak together gently...



C "Why do you cry, Alice?"

A "I still mourn them. I miss my family. I still blame myself for Lizzie's fate at the hands of that monster. My memories are full of torment. Even long after their deaths. The wounds still hurt. These memories from my Shadow I share. **They are overwhelming...**"

C "Memories can indeed still hurt. This is the source of her power. Moments frozen and revisited in time, immortalized in suffering. They feed her anger, sustain her rage. She's kept them close. She chooses to be fueled by the ruin of her past. Manifesting and giving reason to the darkness and chaos that she now spreads."

A "I've seen it. I feel it."

C "Memories can be a powerful, constant source of suffering, if you let them be. Some are not easily forgotten."

A "If I'm not supposed to forget them, what else can a memory be?"

C "Guidance, in your choices, Alice. There is always something to learn from our memories... **Learning is remembering. So Learn.**"

Caterpillar fades from view, and movement is spied below, Alice glides down to the street level. She witnesses an older, ghostly apparition of herself living out previous memories.

We **PLAY** as Alice follows the same memory of herself after being expelled from the **Houndstitch Home For Wayward Children**. The memory of herself that Alice watches is outside Radcliffe's Home Office. We follow, as the *memory of Alice evades pursuing Police*, and slips in through a window in the alley undetected. **Following behind, the scene plays out as Caterpillar narrates;**



CATERPILLAR

"She'd been here before - several times. Once to try to collect her Rabbit Doll, but your Shadow could still not find it. Radcliffe had hidden it. What purpose did he have for such a plaything? A plush rabbit. Now lost."

"Radcliffe, forever a cruel ward, treated your other half, as always, like an unwanted, unloved child. Controlled and manipulated. But no more."

We **PLAY** as Radcliffe's office is explored. Alice follows closely behind the ghostly apparition of herself, as she heads to the second floor. *Caterpillar continues;*



CATERPILLAR

"In the past your other half had known something was off. In the way he talked. And how his eyes always diverted to something... **Something he held.**"

There's a door on the Second floor. We closely follow behind. *Peering over her own shoulder.* The door is locked but the memory of Alice quickly opens it.



CATERPILLAR

"It was her fault. Always her fault. But tonight, **she found out it was his.**"



Wandering into the room. All is silent. Bar the tick-tock of a grandfather clock. Bookshelves. Baroque paintings. Statues. Near the far wall, in the center of the room, something on the desk catches Alice's eye.

Tick-tock.

Walking up to the desk. **The object is cloaked in darkness.**

Tick-tock.

Alice reaches to the item cloaked in shadows. As her memory does so, Alice shares the space with her memory. Gently overlapping and sharing her place with her memory apparition.

Tick-tock. She reaches her hand towards it.

Tick-tock. Tick-tock. Tick-...

And...



SCREAMS OF HORROR



A horrible amalgamation of **The Chaos** emerges from the shadows on the desk. Lurching, and squelching forward, the gigantic mass reaches out from Radcliffe's office and **engulfs the Memory of Alice**. Her scream is quickly silenced.

As Alice turns to run, the hallways shake as the shapeless monster pursues relentlessly. Alice desperately tries to escape, but is caught violently in it's fleshy grip. Alice falls under a massive, fleshy mass, and is **horribly crushed**. The scene and halls fall apart...

Smash cut back to... **Caterpillar atop his mushroom**. Alice is in front of Caterpillar. *Unharmed, but hyperventilating.*



CATERPILLAR

"She was not ready for the truth she found...
...And neither are you. Not yet."

A waft of smoke and...



- CHAPTER END -



SOFT GATED AREA
UNFREEZE THE WATERFALL

LEVEL 5 • ACT 3

+ NEW AREA



5.3

WONDERLAND WOODS

DEPRESSION REALM • A MIND LOST



OBJECTIVE: FIND THE MISSING FRAGMENT (THE BRAIN)

+ NEW KEY ITEM UNLOCKED



THE CRYSTAL TEARS

TIME FLOWS FREELY IN THE VALE • UNFROZEN TRAUMA



Alice arrives back in the **Vale of Tears**, clutching crystalline tears. After the tears are collected, *Alice returns to The Duchess*. Now that Alice has used her purest tears, time flows naturally in the Vale. Things are recovering all around her, and resuming their natural actions. *Before she leaves, Alice addresses the Duchess.*



ALICE

"I've encountered horrors I do not understand. My heart aches and I've cried my eyes out. I guess there's still more to it than that?"

"It's time to find one then."

THE DUCHESS

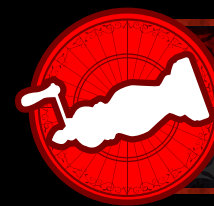
"The horror will be understood, when you are ready. Your heart and your eyes have done their jobs, sweet girl. Next, using your logic and by focusing on the right pieces, **a sound mind can handle the rest.**"



The Duchess explains;

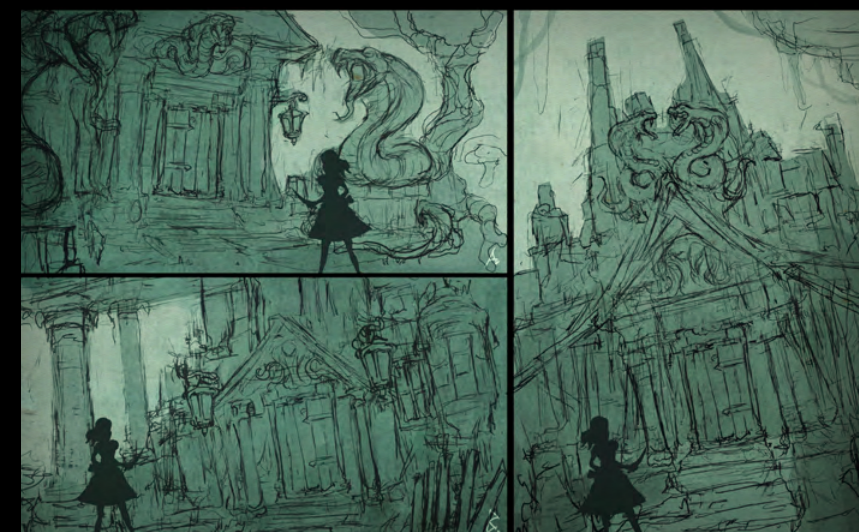
The Cure must be taken to a **Fortress at the center of The Vale**. This is where **The Brain** is being kept by a *mysterious warlord*. Before Alice leaves, the Duchess **gifts Alice with a new weapon.**

+ NEW WEAPON



PEPPER GRINDER ACQUIRED

ULTRA RAPID FIRE & BUCKSHOT WEAPON • PEPPERED WITH PAIN



A **Peppercorn Grinder**, ornately carved, the weapon fires a **Gatling stream of peppercorns in rapid succession**. It **quickly overheats**, but can cause high damage very quickly. The weapon can also emit a tactical **smokescreen** of pepper dust, **which blocks enemy vision and causes sneezing**, incapacitating enemies in the cloud.

We **PLAY** as Alice uses her inner compass, fighting across the Vale, to locate the **Brain's resting place**. Passing a previously blocked barrier, which was Frozen in Time, Alice enters the **Serpent Temple** where a cult of forest creatures, snakes and lizards gather to worship their leader.



- CHAPTER END -

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

5.3 DEPRESSION REALM - WONDERLAND WOODS • A MIND LOST

Artwork • LEFT & RIGHT PAGES - ALL ARTWORK PICTURED - Adam Narozanski. NEXT DOUBLE PAGE SPREAD: Omri Koresh.



CHAPTER SUMMARY

LEVEL
5.3

LEVEL 5 • ACT 3

WONDERLAND WOODS

DEPRESSION REALM • A MIND LOST



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

PEPPERCORN GRINDER

ULTRA RAPID FIRE
& SMOKE-SCREEN
COMBAT WEAPON

PEPPERED WITH PAIN



9



PEPPERCORN GRINDER

UPGRADE DESIGN
NOTES & CONCEPTS



ATK I. Peppered Nicely
+ Decrease Wind-Up Time.
+ 3 Levels of upgrades.



ATK I. Peppered Nicely
+ Decrease Overheat Time.
+ 3 Levels of upgrades.



ATK I. Peppered Nicely
+ Increase Sustained Fire Time.
+ 2 Levels of upgrades.



ATK II. Achoo!
+ Increases Cloud Size & Time.
+ 2 Levels of upgrades.

WEAPON LORE

An ultra rapid-fire, sustained DPS weapon.

Inspired by the original weapon from *Alice: Madness Returns*, this iconic addition to Alice's arsenal has been updated for added utility and strategy in *Asylum*, with a new **smokescreen attack**. The primary fire sees Alice peppering pain into a single enemy, staggering them, or letting loose into a crowd of enemies equally in the battlefield.

The **smokescreen** ability offers tactical strategy and evasive opportunity in combat.

WEAPON QUIRK



EXTRA SEASONING

The pepper grinder has a chance to set enemies alight with a "burn" effect if "seasoned" enough.

Sustained hits on a foe create a stacking chance for the buff to trigger, and enhance the overall DPS of the weapon. Will flinch enemies once the "burn" is initiated.

UNLOCKABLE QUIRK



SPICY FORCE

Smoke cloud is able to be enhanced with a Damage Over Time effect.

Enemies stuck within the cloud will be disorientated, slowed, and also suffer damage the longer they linger in the cloud.

I.



SIGNATURE ATTACK

PEPPERED NICELY

Alice winds the grinder to shoot out a *rapid-fire hailstorm of peppercorns*.

Shooting fast, traveling straight and true, the Pepper Grinder can inflict rapid damage, but it runs out of steam quickly and it can **overheat**, rendering the weapon useless until it cools down again.

Managing the balance of active DPS and cool-downs are critical to effective use of the weapon.

5 / 100



ATTACK RESOURCE

Peppercorns. +15 Sml. / +50 Lrg.
Available as in-game pickups.
Limited ammo resource.

II.



ALTERNATE ATTACK

ACHOO!

The Peppercorn Grinder emits a close range huff of smoke and dust, that creates a *"smoke bomb/smoke screen"* AOE hazard.

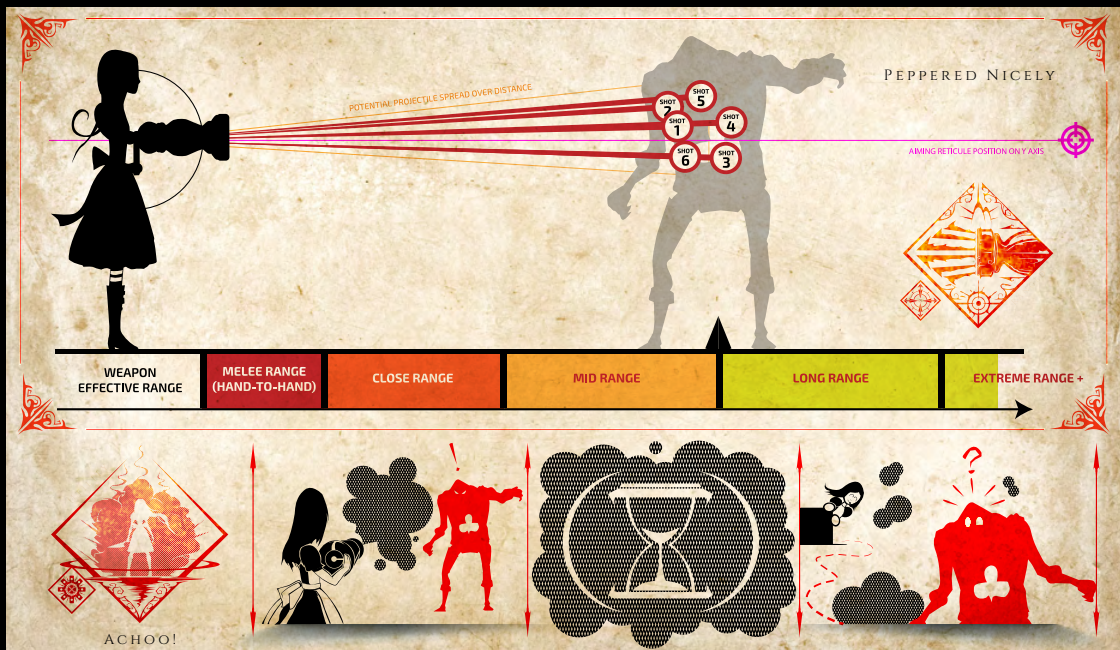
Enemies caught within the blast will be **disorientated**, and lose track of Alice, allowing for Alice to tactically escape, reposition herself, or launch a counter-attack while they are incapacitated. *Enemy vision and accuracy is also lowered while Alice is behind or inside the smoke.*

25 / 100



ATTACK RESOURCE

Peppercorns. +15 Sml. / +50 Lrg.
Available as in-game pickups.
Limited ammo resource.



SERPENT TEMPLE DESIGN NOTES

WONDERLAND WOODS

PRE-PRODUCTION RATIONALE & INSIGHTS

When considering the creative direction for this area, there was a lot of symbolism we wanted to touch on and overlap, in order to form an effective overall design.

Initially, the idea was positioning the "Serpent's Temple" to evoke the feeling of "a child wandering into somewhere they normally shouldn't go". Somewhere out of bounds, dangerous, and mature.

As such, we drew heavily on the notion of Alice walking into her **Father's workshop**. This was

somewhere he would conduct his business, and usually alone. Children were not welcome. And to that end, the area would feel foreign or misunderstood from the child-like perspective of Alice and the player.

This design decision was revisited to more lean into a "taxidermist's workshop" pinning animals to walls, and placing rusted tools and broken wood throughout a misshapen garden shed. Small from the outside, but a labyrinth once stepped inside.



NEW KEY ITEM
ACQUIRED

EXPANDED ITEM INFORMATION

CRYSTAL TEARS

The **Tears** are a symbolic item representing Alice's progress within the grieving process. She has cried her tears, and time now progresses.

PRE-PRODUCTION DESIGN NOTES:

In design and writing discussion, the motif of Alice crying was written as a large emotional build-up, which results in Alice crying when overwhelmed by sadness and grief. Gathering herself, she collects the tears, which then progress her journey. This is emblematic of the process of crying, in that one may be overwhelmed, and burdened by sadness, but once those tears are shed and dried, we open ourselves to the possibility of what happens next. *We cannot cry forever. And those who do, are frozen in time.*



ABILITIES GRANTED:

+ Time Returns to Vale of Tears
+ XP Boost (Prima Materia)



5.4

LEVEL 5 • ACT 4

NEW AREA

THE SERPENT'S TEMPLE

DEPRESSION REALM • A MIND FOUND

OBJECTIVE: FIND THE MISSING FRAGMENT (THE BRAIN)



Upon battling her way through the Serpent's Temple, **Alice (A)** arrives in the main hall, to find the **Mysterious Warlord** perched upon his throne. *Alice gasps.* She is face-to-face with an old 'friend' **Bill McGill; The Lizard (B)**. *Sensing danger, Alice and Bill exchange words...*



A "This is quite the edifice you've constructed for yourself, Bill."

B "You and the others always looked down on poor little Bill, didn't you? He was a funny character. But I'm no longer playing that part. It no longer suits me to be small and meaningless. I can think clearly now. And I have realized that I have no limits. And none can be imposed on me. Even the Chaos obeys me now."

A "There is more to power than just will. What of compassion and feeling? What of your friends? Your home?"

B "Do you have that? Compassion? Ha. The self that needs to improve, is the **one that's doing the improving**. You seek to destroy yourself and also maintain yourself at the same time. Look at where you point that blade of yours."

A "I've seen enough destructive and violent ends, from her and from you, to know this power only continues a self-fulfilling dark cycle. I need to understand her. Just like she needs to understand me. **Knowledge will serve me more than destruction.**"

Alice brandishes her blade.

A "You have what I need to understand the truth. Hand it over."

B "I will never surrender this power willingly, Alice. Take it. **If you can.**"

A boss fight with Bill takes place. Bill controls *mind-bending* and *horrible hallucinations*. Demons, horrors and Chaos infested creatures battle against Alice in waves. They are a distraction. Bill is invincible, but where Alice is able, **she must sever his connection to the Brain.**

It dangles and floats teetering above him.

BOSS BATTLE

10

LEVEL 5 • ACT 4 - SERPENT'S TEMPLE

NEW ENEMY

BILL MCGILL

WE ALL SHARE A LIZARD BRAIN • MANIA UNTAMED

MOVEMENT & ATTACK NOTES

THREAT: DEADLY

6

Bill's attacks are *psychic* in nature. He floats above the battle, drawing from the theatre of the mind, **summoning nightmares** to attack Alice. *Corrosive pools* litter the area as he blinks in and out of view, *teleporting* around the environment.



HARD GATED AREA

COMBAT SECTION • BOSS BATTLE
DEFEAT BILL MCGILL





NEW FRAGMENT DISCOVERED

THE BRAIN (ALL FRAGMENTS ACQUIRED)

A STRONG HEART • FOCUSED SIGHT • A CALM, CONTROLLED MIND



As soon as Alice severs Bill's final connection to **The Brain**, *he immediately reverts to being an idiot again*, and calls off the attack on Alice. He acts like he doesn't know what's going on, and is completely unaware of the carnage he's caused.

He is a **sympathetic, friendly character towards Alice**, and is not killed. As soon as he loses connection to the brain, *he just assumes his dumb old Bill guise*.



BILL MCGILL

"Thinking I knew it all got me in trouble more than admitting I was dumb."

ALICE

"Towering confidence built on sound thinking is more precarious than a humble but built on an empty plain. At least you learned a bit about yourself."



Bill hands over the brain to Alice without any hesitation, and leads them out of the area once Alice has the brain. He then waves goodbye to Alice and the Cheshire cat as if they've just left a tea-party at his house. *He wishes them well and thanks them for stopping by.*

As he does this, he realizes he doesn't really know what to do next with his life. *Oh well.* Alice has a momentary giggle, and then focuses. **She has recovered The Brain.**

Sunlight and time flood back into **The Vale** with Alice's passing. With time and **The Vale** restored, Alice returns to the **Hall of Doors**, heading back to **Hatter's Workshop**, *her mind steady...*

- CHAPTER END -



HATTER'S WORKSHOP



ICE-WAND ACQUIRED

TACTICAL FREEZE & LONG RANGE
PRECISION SNIPER COMBAT WEAPON



CHAPTER SUMMARY

LEVEL

H

HUB WORLD VISIT #2

HATTER'S WORKSHOP

BARGAINING REALM • A FROSTY RECEPTION



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

ICE WAND

TACTICAL FREEZE & LONG
RANGE PRECISION SNIPER
COMBAT WEAPON
A COLD HEARTED KILLER



WEAPON LORE

Be the storm. A versatile and unique weapon, with a wide variety of attack potential. Extreme close, and extreme long distance fire-modes make this *a skill based weapon with expensive and limited resource economy.*

The *Ice Wand's* classic form makes a welcome comeback into Alice's hands, offering *close range utility, strategy and crowd control if the freeze is used effectively.*

The perfect weapon for picking off high-priority enemies well before they become a threat, this is also *Asylum's* sniper crown jewel.

WEAPON QUIRK



FROZEN IN TIME

While Alice is *ADS (Aiming Down Sights)* and the bow is fully drawn, time slows slightly to improve the chances of landing the shot.

UNLOCKABLE QUIRK



PIERCING COLD

Frost Bolts pierce through enemies, and are able to connect through multiple targets if they are behind one-another.

SPECIAL WEAPON QUIRK



DEEP FREEZE

Enemies can be frozen solid and incapacitated until they thaw out.



SIGNATURE ATTACK WINTER'S SONG

The *Ice Wand* emits a **close-range snow cloud that can freeze enemies solid**, turning them into commensurately sized ice-blocks.

While frozen, enemies can be pushed and slid around to act as platforms, provide cover, or be shattered with a powerful strike from other weapons.

Destroyed frozen enemies create **shrapnel AOE blasts**, that damage and flinch near-by enemies.



99



ATTACK RESOURCE

Snowflakes. +30 Sml. / +60 Lrg.
Available as in-game pickups.
Limited ammo resource.



ALTERNATE ATTACK FROST BOW

Splitting in half at the hilt in Alice's grip, the *Ice Wand* glacially morphs and cracks to form a glimmering, ethereal, **Ice Archer's Bow.**

With a *built-in retractable telescope*, Alice lines up her shot, drawing back on the bow, which forms a *floating icicle in place of an arrow.*

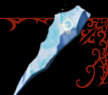
Alice is able to shoot long-distance, razor sharp icicles while *ADS (Aiming Down Sights).*

The frost bolts are lightning fast and deadly. They expend significant resource with each shot, and **accuracy is paramount.**

When the shots do connect, they inflict **massive damage**, and can *stagger or knock-back larger enemies* with a **single precision hit.**

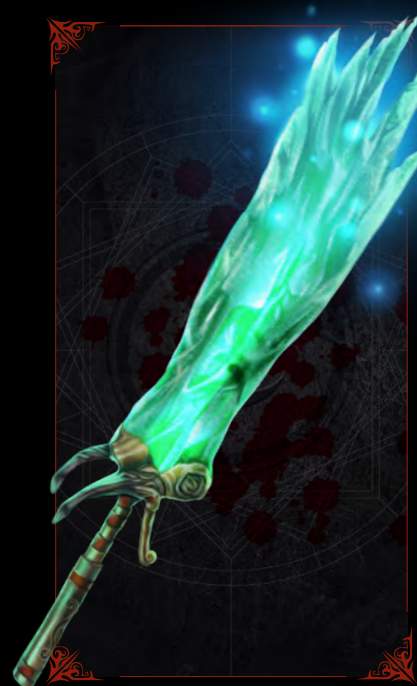
33

99



ATTACK RESOURCE

Icicles. +1 Sml. / +3 Lrg.
Available as in-game pickups.
Limited ammo resource.



10



ICE WAND
UPGRADE DESIGN
NOTES & CONCEPTS



ATK I. Winter's Song
+ Increase Frozen Time.
+ 3 Levels of upgrades.



ATK I. Winter's Song
+ Increase AOE Shatter Size.
+ 3 Levels of upgrades.



ATK II. Frost Bow
+ Additional Zoom Options.
+ 2 Levels of upgrades.



ATK II. Frost Bow
+ Increase ADS Slowdown.
+ 2 Levels of upgrades.



ADS CROSS-HAIR RETICULE SHRINKS
WITH TIGHTER DRAW STRING



WINTER'S SONG
TO FROST BOW
MORPHING STATES



DEEP FREEZE ENEMY

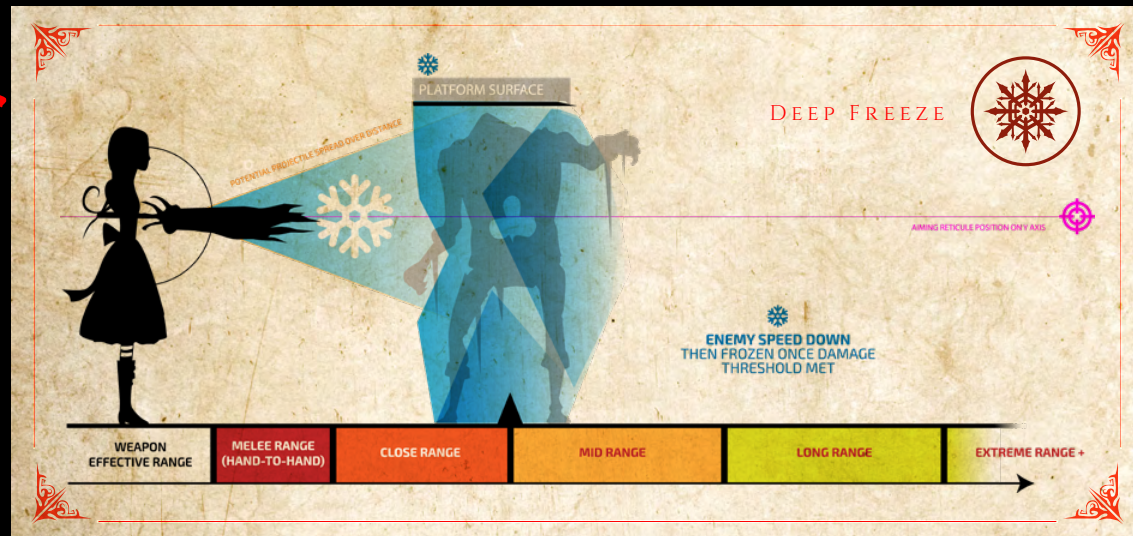
HEAVY BLOW AOE SHATTER



SLIDE FROZEN ENEMIES INTO OTHERS

TAKE COVER!

FROZEN ENEMY COVER & PLATFORMS



DEEP FREEZE

ENEMY SPEED DOWN
THEN FROZEN ONCE DAMAGE
THRESHOLD MET

WEAPON
EFFECTIVE RANGE

MELEE RANGE
(HAND-TO-HAND)

CLOSE RANGE

MID RANGE

LONG RANGE

EXTREME RANGE +



HIGHEST AREA - BROKEN SKY SECTION



LOWEST AREA - UNDERWATER SECTION

6.1

LEVEL 6 • ACT 1

NEW LEVEL

THE CATACLYSM

AWASH IN A SEA OF NOTHINGNESS • LONDON FLOODS & BURNS



OBJECTIVE: FIND THE SHADOW • CONFRONT THE TRUTH...



MIDDLE AREA - SURFACE LEVEL SECTION

SOFT GATED AREA

EXPLORE THE CATACLYSM



Alice steps through the doorway into a **broken and confused cityscape**. The streets of **East London** snake out before her *in large chunks of floating blocks - a mix of flooded and burning buildings suspended* - some upward, some downward - under a black winter sky. *Snow and ash fill the air*. Water floods the streets in many places - suspended in air between the empty abyss in between the islands of buildings. This is where the final piece of the puzzle will be revealed in Radcliffe's office... *If Alice can find it.*



We **PLAY** as Alice navigates the scene heading towards the direction indicated by her **Inner Compass**. Along the way, she encounters a variety of **Chaos Creatures** and **London Citizens** who attack and taunt her.

Navigation between the islands of buildings requires a combination of *climbing-jumping-floating and running-swimming-fighting*. Some buildings exist in **regular gravity**; and some in “**down-is-up**” gravity. So jumping up can result in falling down, depending on where Alice jumps from.

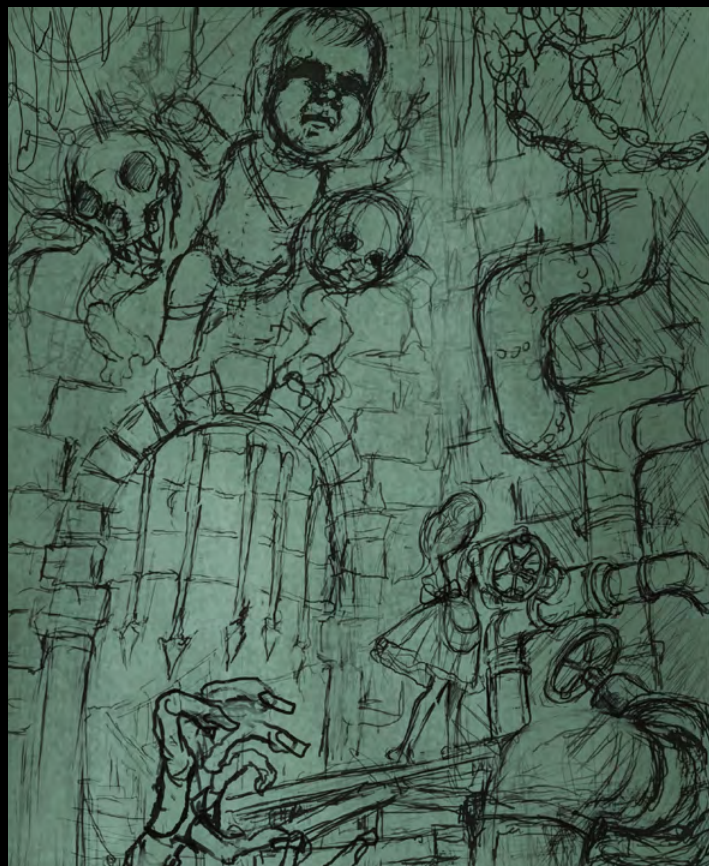


The Carpenter (TC) is found on one of the islands, frantically repairing a ramshackle dike built of stone and wood. As **Alice (A)** approaches him, *Carpenter hastily initiates the conversation...*

TC “Alice! We must not let London sink, my dear! Civilization is all that stands between us and the consuming chaos. Build! Fix! Build! Fix! Maintain the order or we’re all doomed!”

A “There hardly seems any point. This entire place is either on fire or beneath the waves... And whatever else still stands is broken beyond belief.”

TC “Exactly, child! Belief! Belief is what keeps us going despite the burning fires and the rising tides. Belief - that doing something is better than doing nothing. Even when we all fail in the end. Better to have died trying than lived idly, I say!”



THE CARPENTER



NEW CHARACTER ENCOUNTERED



HARD GATED AREA



UNSEAL THE VALVES

DRAIN THE WATER LEVELS



We **PLAY** as Alice and her Rabbit navigate the nearby buildings following her **Inner Compass to the Valves in the lower levels**. Along the way, she must fight an onslaught of *Chaos Creatures* using her weapons and the environment. The buildings in the area *float and shift dramatically* - making it so London (and the necessary location) present themselves to Alice as each previous area is overcome.

STATE 01 VERSIONS

THE CORRUPTED • LONDON BURNS AND THEY FAN THE FLAMES



NEW ENEMY VARIANTS



THREAT: VERY HIGH

4



MOVEMENT & ATTACK NOTES

The **Corrupted** appear as twisted memories from Alice’s time in London. No stranger to the cruelty she has faced, these odd manifestations hide their darkness well.

Some will appear as helpful folk at first, opening passageways and apparently assisting Alice on her journey, only to reveal their true colors when Alice least expects it, attacking her violently. A costly lesson in people. *What you see, is not always what you get.*



SOFT GATED AREA

LOCATE BUMBY'S OFFICE

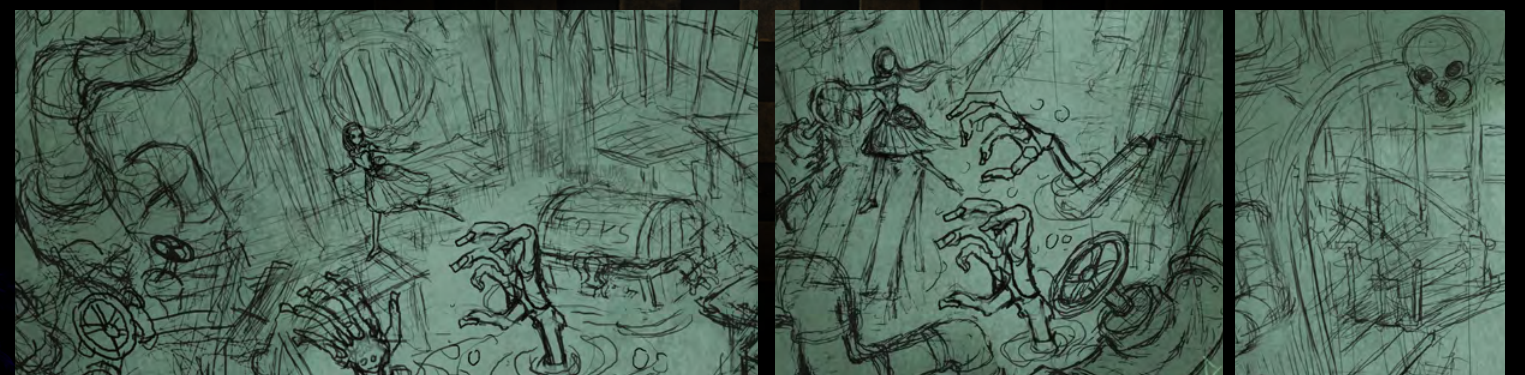
We **PLAY** as Alice jump-floats from building to building, finally arriving at the **Home for Wayward Children**. *The building sits upon its own floating island with the wrecked remains of the nearby neighborhood dangling and floating in the surrounding air.* The lower levels of the building are flooded while the upper level is on fire. **Ghostly visages of children continue to sing, dance, and play inside the area - oblivious to the chaos around them.**

The building design forces Alice to enter through a sub-basement area and fight her way up. This area is flooded and the pools of water contain spectral hands that reach out to drown Alice at every turn.

Here she finds the Valve and turns it - causing the water to drain away. This blocks her ability to exit via the way she came so she continues upward.

Into the main floors of the building, Alice passes orphans, caretakers, and adults in scenes from the past - *attempted adoptions; children playing games.*

The second floor of the building, leading to **Bumby's Office**, is on fire. Alice navigates and fights her way through this to arrive at the door of Bumby's office. Entering **Bumby's Office** triggers a flashback...



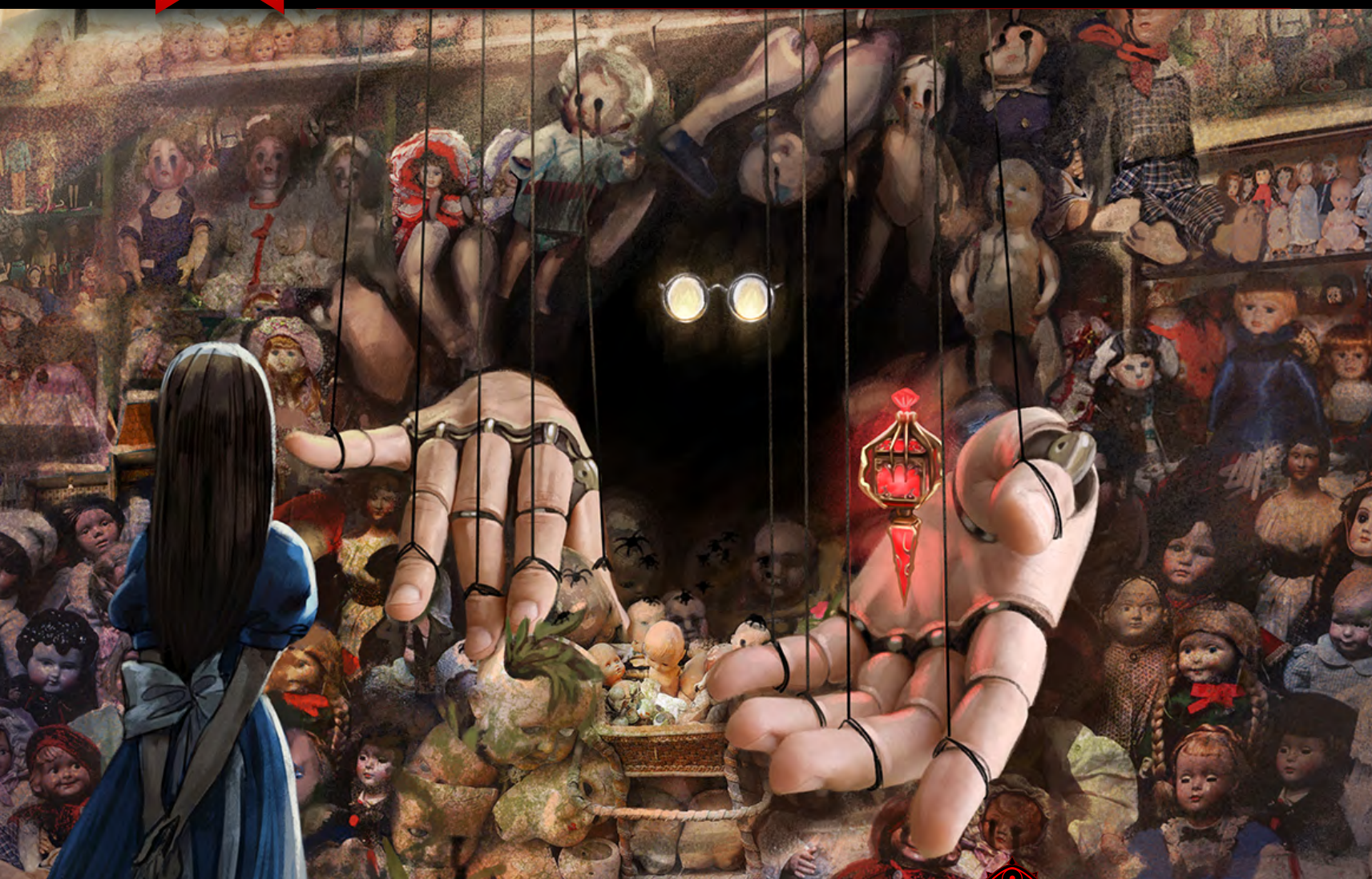
— - CHAPTER END - —

THE SLUMBER

REAP WHAT YOU SOW • SLUMBER ENCOUNTER #8



OBJECTIVE: LEARN ABOUT MONSTERS CREATING MONSTERS...



HARD GATED AREA

LEARN THE TRUTH IN EVIL
LOCATE BUMBY'S JOURNAL

We **PLAY** as a ghost of Adult Alice climbs through the window and tiptoes to Bumby's desk. Adult Alice finds a journal and skims through it.

The journal is the same that the monstrous Bumby apparition carried in Alice's previous encounters with him. A simple, elegant book, it is made of pale leather that resembles fine skin.

It reveals Bumby's childhood past - a brutal existence under a controlling and vindictive father. We jump to a series of flashback scenes: Bumby's father beating his wife; child Bumby frantically cleaning the bloody floors; rooms filled with dead animals and the tools of a taxidermist.

It provides an explanation - but not an excuse - for the existence of Bumby's evil.

The scene ends with Alice face-to-face with a pile of Dolls. Emerging from the pile, The Dollmaker reaches forward to grab her, Alice recoils, and is suddenly is back in London, plummeting from the night sky...

- CHAPTER END -





SOFT GATED AREA

LOCATE RADCLIFFE'S OFFICE

LEVEL 6 • ACT 2

REVISITED AREA



6.2

LEDGERS ARE DUE

BLOOD MONEY • LONDON FLOODS & BURNS



OBJECTIVE: LOCATE RADCLIFFE'S OFFICE...

THE CORRUPTED
STATE 02 VERSIONS

NEW ENEMY VARIANTS



HARD GATED AREA

FIND RADCLIFFE'S OFFICE
WHAT IS HE UP TO?



We **PLAY** as Alice floats down to the rooftops of London. She continues to follow her **Inner Compass** *to the next Valve*.

We **PLAY** as Alice jump-floats from building to building, finally arriving at **Radcliffe's Office**. *The building sits upon its own floating island with the wrecked remains of the nearby neighborhood dangling and floating in the surrounding air.*

The lower levels of the building are flooded while the upper level is on fire.

The building has a special cloud of **Chaos Creatures** around it - an additional layer of protection that indicates something special inside. Alice jump-floats to the roof of the building and fights her way down.

On the second floor, we again face **The Door** - *and see it open to a room full of bookshelves, paintings and statues.*

Tick-tock.

Entering the room triggers another series of flashbacks...



- CHAPTER END -



THREAT: VERY HIGH

4



SWARM



MELEE



SWIFT



CORRUPT



MOVEMENT & ATTACK NOTES

As the darkness in this world becomes more apparent, **The Corrupted** no longer hide their ill intent. Brazenly horrible and overflowing with darkness, the denizens of this dark world pursue and hunt Alice in the open.

Springing from the shadows and striking with incredible speed, these tentacted beasts now pose a higher level of threat to Alice's survival.

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

6.2 LEDGERS ARE DUE - BLOOD MONEY • LONDON FLOODS & BURNS

Artwork • LEFT PAGE - London Rooftops: Joey Zeng. RIGHT PAGE - The Corrupted Enemy Artwork: Joey Zeng. Enemy Outlines & Mechanics: Alex Crowley.



STORY INTERMISSION

REVISITED AREA



0.9

THE SLUMBER

HE KNEW • SLUMBER ENCOUNTER #9



OBJECTIVE: RECOVER THE ITEM HIDDEN IN SHADOWS...

Tick-tock. Tick-tock. *Tick-tock.*

The previous memory of Alice entering Radcliffe's office plays out. Only this time, Alice does not have a memory apparition of herself to follow. *She is alone.*

As the grandfather clock ticks, Alice approaches the desk, **she calmly reaches out her hand to take hold of the wicked dark mass swirling in front of her.**

As before, a *monstrous, shapeless beast of Chaos* begins to take shape, engulfing the room before Alice.

Alice does not react, or flinch. **With her heart, eyes and brain focused, she is in control.**

Opening the palm of her hand, and focusing on the shapeless Chaos, it's form dissipates, shrinks, then retracts entirely. All that remains, clasped in her hand is; **a small, leather-bound, black book.**

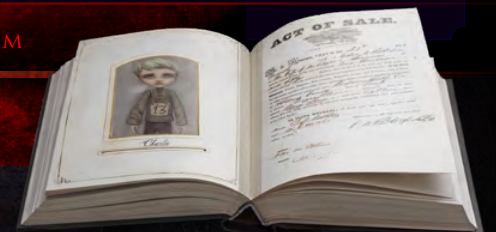


NEW KEY ITEM



RADCLIFFE'S BLACK BOOK

A DARK TRUTH REVEALED • PAGES OF SORROW



IMPORTANT PLOT POINTS III

Alice opens the pages to find “bills of sale.” Pages and pages of sad photos of children, with their names, **monetary sale worth**, defining features, and the names of the buyers. *Each child is numbered and listed like livestock.*

As Alice reacts in horror to the truth, she watches as she is surrounded again **by numbered dolls**. They do not dance, they do not sing. *They only stare.*

As Alice walks towards them, *the dolls recoil, cry, and run away and hide.*

HARD GATED AREA

FIND THE BROKEN DOLLS

SEEK THOSE WHO MUST BE FOUND

We **PLAY** as a grim game of **hide-and-seek** occurs. Following their cries, the dolls will guide Alice to their location. When she opens the cupboard they hide within, or looks under the bed they cower beneath, Alice will meet the gaze of **familiar children from The Home For Wayward Children**.

When she finds them, they scream out, and fade to dust. *They are all terrified, or crying.* Each time Alice finds a child, she becomes more and more agitated and panicked.

ALICE

“No please! I want to help you!”

When Alice locates the last child, which turns to ash, all is silent. No more cries. **Only deathly silence.**

A cut scene plays: **The Shadow** will appear. *She is sitting by a window sill, staring out into the void of night.*



As **Alice (A)** approaches **The Shadow (S)** there is a sense of calm. Sorrow hangs heavy in the air, and neither draws their weapon. **The Shadow** continues to stare at the stars as she speaks...

- S** “You see why I do what I must. The truth is not just in our suffering, but also theirs. These monsters Radcliffe and Bumby... have sold off these innocent lives like livestock. **They must be punished.** That pig will pay with his life.”
- A** “If you kill Radcliffe, there will be nothing left in you! We will suffer his fate. You are so far gone. Bumby is already dead and look at you! **You walk his same path! He still infects you!**”

The Shadow roars;

S “No. I will **END HIS PATH**. These men **MURDERED OUR FAMILY. KILLED OUR SISTER. BURNED THEM ALIVE. THEY STOLE EVERYTHING FROM US!**”

The Shadow is enraged. The memory scene around her pulsates and cracks as she screams.

S “And you. You willingly stand in my **WAY!** There is nothing left to save. It’s all **GONE!**”

Alice desperately tries to reason with her shadow self.

A “We are here. We... Might be worth saving. We’re still a part of our family. You are worth saving. Don’t do this. There has to be another way.”

The Shadow pauses, and assesses her other half. Through mounting tears;

S “No. I will do what must be done, as I always have.”

The scene begins to ember and warp, *melting and cracking as the Shadow’s anger burns.*



THE SHADOW

“Radcliffe dies.”

The scene ends in a *swirling vortex*, and Alice is pulled back to **The Cataclysm...**

- CHAPTER END -



HARD GATED AREA
DEFEAT WALRUS & CARPENTER

6.3

LEVEL 6 • ACT 1

NEW LEVEL



THE CATACLYSM

STARING INTO THE ABYSS • IT STARES BACK...



OBJECTIVE: RETURN TO CARPENTER • ESCAPE THE CATACLYSM



We **PLAY** as Alice returns to The Carpenter to report her success in turning off the valves. But it's too late. Chaos overflows. **The Walrus and The Carpenter** are there - both consumed by Chaos and made into **Giants**. *They dwarf Alice in size.*

What follows is an epic **Boss Battle** across the Cataclysm in which Alice must defeat the crafty duo while hopping between the flooded-burning ruins of East London. As the buildings are destroyed, there's nothing left for anyone to stand on; *and the Walrus and Carpenter are left drifting in empty space.* Alice watches their bodies float into the void. Reaching out to Carpenter, she knows she has lost another friend. *She mourns.*

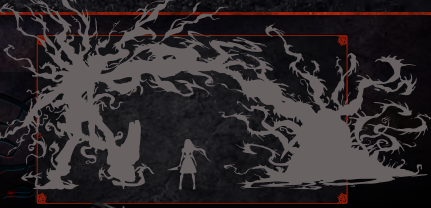


BOSS BATTLE

11

LEVEL 6 • ACT 3 - THE ABYSS

NEW ENEMIES



CARPENTER & WALRUS

THE THEATRE OF THE MIND • CURTAIN FALL



MOVEMENT & ATTACK NOTES

THREAT: DEADLY

6

The battle against Carpenter & Walrus is one of survival.

With the giants corrupted and running amok, the only chance Alice has is to escape the duo's wanton destruction by outlasting their rampage. **Carpenter** favors blows with his Hammer, while **Walrus** will use his body weight to slam about the area, causing widespread destruction until they both *plummet endlessly to their doom.*



ALICE

"How much will I continue to lose in this darkness..."



We **PLAY** as Alice hops and floats back to the **Hall of Doors...**

- CHAPTER END -

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

6.3 THE CATACLYSM - STARING INTO THE ABYSS • IT STARES BACK...

Artwork • LEFT PAGE - Alice Vs. The Walrus & Carpenter - Line-work: Norman Felchle, Coloring & Rendering: Omri Koresh. RIGHT PAGE - Alice Vs. The Walrus & Carpenter & Enemy Artwork - Line-work: Norman Felchle, Coloring & Rendering: Omri Koresh. Mechanics & Boss Outline by: Alex Crowley.



H

HATTER'S WORKSHOP

BARGAINING REALM • TIME IS UP

[ALICE: ASYLUM ORIGINAL AUDIO • "MAD MACHINATIONS" ARRANGED BY ALEX CROWLEY]



Alice steps from the **Hall of Doors** and quickly returns to **Hatter's Workshop**. Alice (A) now knows the secrets of the darkness, and what has created it.

Hatter (TH) is in a distant state of mind. He explains; **Only 1 Moon remains**. *Tick-tock*.

The **Chaos Clock** in Hatter's workshop is nearly completely consumed by the shadow. *Everywhere Alice looks in his workshop, darkness is seeping in, through window sills, under doorways*. All other entrances and exits from Hatter's workshop are blocked. *Alice has everything she needs*. All that is left to do is complete Alice's quest and assemble the fragments she has collected and find her way home.



Hatter reveals a **sarcophagus, emblazoned with winged beasts**. *A mighty Gryphon is carved on its hull*.

A final puzzle to solve; **Hatter** and **Alice** lay the pieces she has collected into a stone slab with numerous apparatus and machinations. *The Eyes, Brain, her Inner Compass, and Tears*, all slot into place. In the end, the puzzle cannot be completed. After all other puzzles are solved, a secret panel presents itself.

A single, heart-shaped slot remains empty.

The final slot of the puzzle; the **Clockwork Heart**, is still beating within the Rabbit.

A cut scene plays;

A "No don't!"

Hatter stays his hand. His voice is stern but steady.

TH *"This might be a difficult choice Alice, but this piece is required. If we do not have the heart in the right place, what we create to get you home will be without one. I cannot guarantee your success, your safety, or what comes next, without it in place."*

Tick-tock. Chaos is barely restrained at every crevice of **Hatter's Laboratory**. *It is overflowing*. Hatter continues;

TH *"We are out of time."*

Alice looks down to her rabbit, and to the machines, and to Hatter. Her eyes land on her tiny friend. Hatter awaits Alice's choice, as she turns to address the scientist.

A *"...my heart is exactly where it needs to be. With or without one in place in the machine, I know we'll face whatever comes next, together."*

Hatter smiles. The Rabbit hops in a circle around Alice. *He hugs her boot*.

TH *"So be it. Sounds like you indeed have enough heart to spare."*

An engaging click and a whirl, as heavy gears churn and spark, initiating the machinery in Hatter's laboratory. The sarcophagus glows, the power sparks surge from white, to red... **Then green**.

Hatter furiously tries to operate levers and keep the wild sparking power controlled within. The winged Gryphon effigies on the

sarcophagus change and morph to... **Something else. Still winged. But wicked**. Horrible, snarling, beastly noises are heard from within the sarcophagus. Smoke streams from its cracks.

The Chaos Clock chimes. **Time is up**. As chaos seeps in through the walls, Hatter calls out to Alice.

TH *"Bold choice Alice. I hope you certainly are ready for what you are about to face."*

Before Alice can react, he holds up his hand. He continues;

TH *"No time to waste. Good luck Alice. If you tame and defeat what's to come, you'll find your way home. I'll hopefully see you both again... in another time perhaps."*

Alice smiles warmly at the scientist.

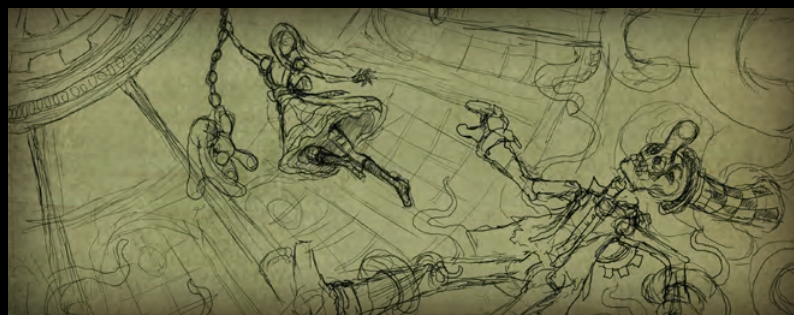
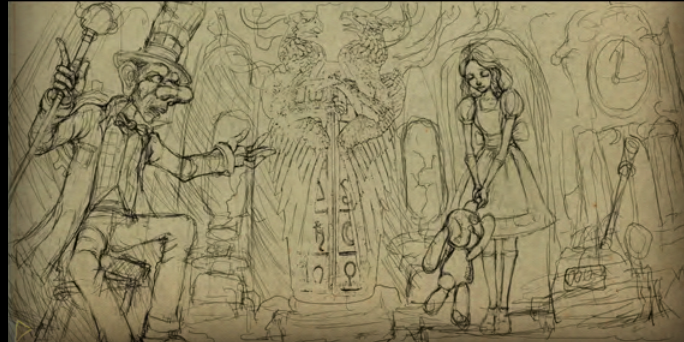
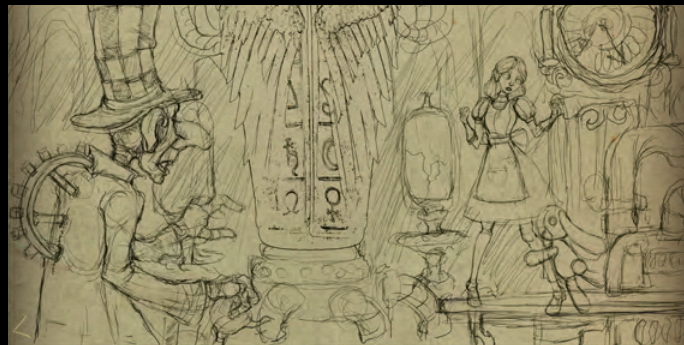
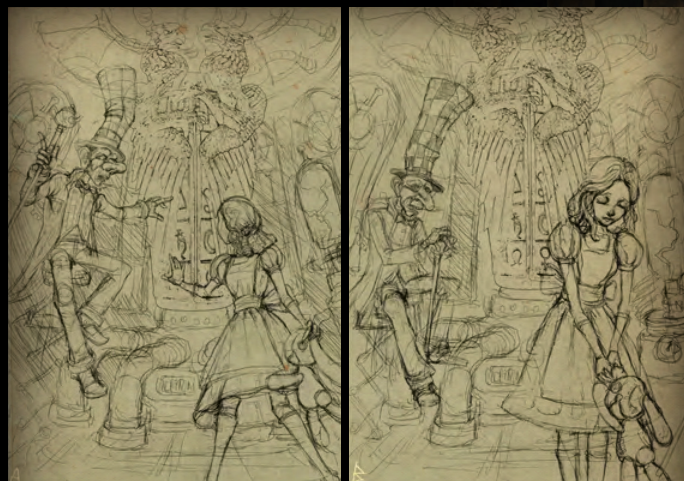
TH *"Speaking of time, allow me to buy you some more."*

Hatter suddenly pulls a lever, a moment before we witness him become consumed in a gurgling mess of black shapeless tentacles. **His scream of anguish is cut short as he is consumed by Chaos**.

A moment passes, then a massive gear is heard churning. It chunks into place. The area of Hatter's Lab containing the sarcophagus, Alice and her Rabbit, shoots up through the open roof as sheet lightning flickers overhead.

Heavy rain pours, as more lightning snakes across the bracken skies of Wonderland...

- CHAPTER END -





7.1

WINGS OF STEAM

THE SKIES ABOVE WONDERLAND • HEARTLESS FURY

OBJECTIVE: FIND THE ONLY WAY HOME • IF YOU CAN...



The scene opens, and Alice, her Rabbit, and the sarcophagus are now outside the lab on a giant rooftop platform, high above the laboratory. Nestled in the sky on the perilous platform, a scene of decay, ruin, and rot has spread across all of Wonderland. Between flashes of light, it is revealed that **Wonderland is now fully consumed by Chaos and Shadow, as far as the eye can see.**

We **PLAY** as Alice approaches the sarcophagus.

As she does so, **The Jabberwock** emerges from Hatter's Machination. The Jabberwock's flaming eyes lock onto Alice, his enormous frame engulfs Alice in shadow as he moves forward. Rain steams as it hits his body. Brandishing her blade, Alice is ready for a fight. Her Rabbit stands by her side.

The Jabberwock *snarls and unfurls his massive wings.*



THE JABBERWOCK

"Ask yourself, Alice. What good is a heart..."

With a reflex as fast as the lightning that cracks around them, the Jabberwock *knocks Alice to the ground then snares the Rabbit in his claws.*



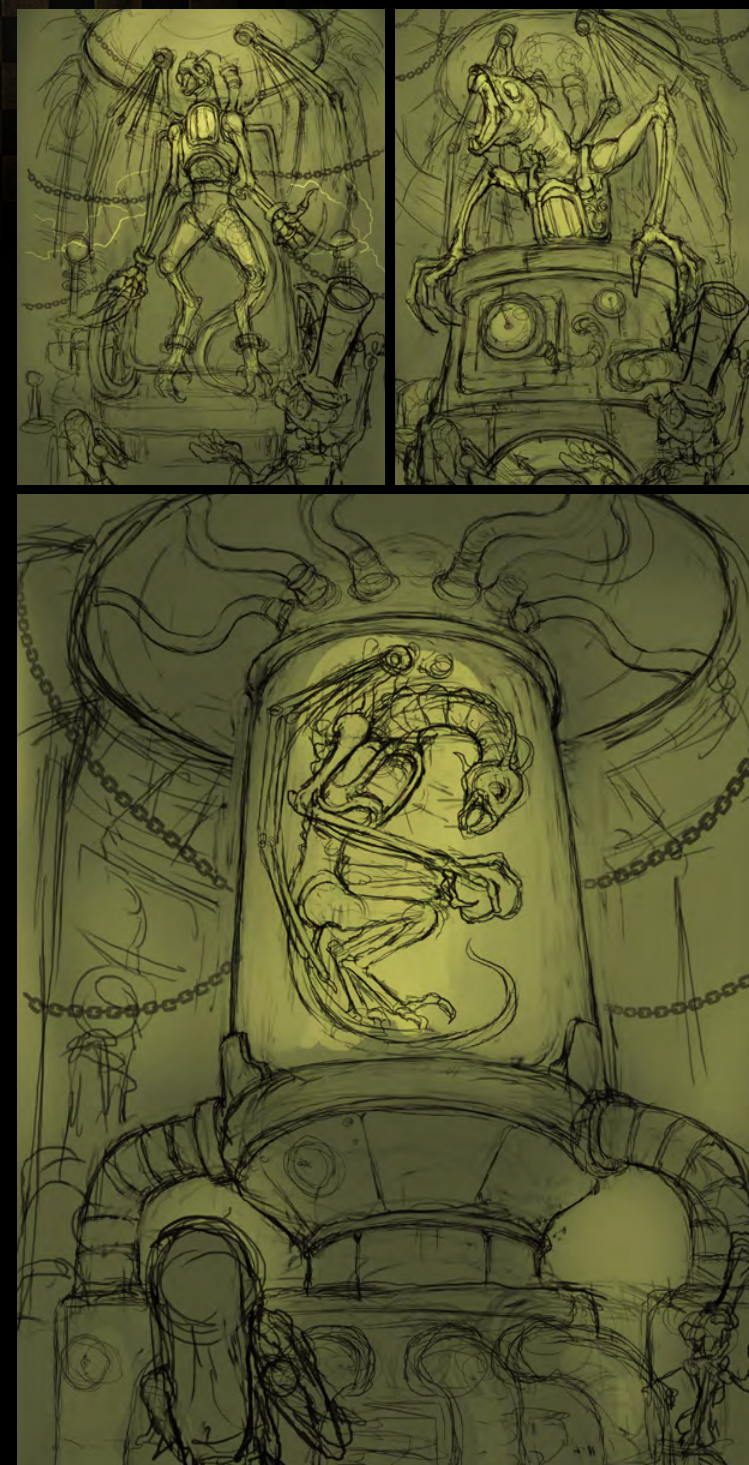
THE JABBERWOCK

"...When it can so easily be broken?"

Alice can only watch and scream as the Jabberwock **ruthlessly tears out the heart of the Rabbit.** The Rabbit's tiny soggy body writhes in his claws, and *both the heart and the Rabbit's body are eaten by the Jabberwock.*

Alice screams in fury, and rushes toward the gigantic beast, blade in hand.

HARD GATED AREA

COMBAT ARENA • BOSS BATTLE
DEFEAT THE JABBERWOCK



We **PLAY** as Alice engages the Jabberwock in a fierce **Boss Battle** atop the platform of **Hatter's Laboratory**. As Alice lashes out, the Jabberwock will cruelly taunt her, and mock her attempts to defeat him. The Jabberwock is fearsome and a vicious opponent. He will attack with razor-sharp claws at close range, and rocket flame blasts from his gullet at a distance. Capable of a wide range of attacks, and ambushes, this is a difficult fight for Alice.

Lighting plays a key factor in keeping a visual lock on the Jabberwock. It will be darkly lit, while heavy rain will obscure Alice's environmental view periodically. *During these times, the Jabberwock will only be visible by his flaming eyes and fire blasts in the sky.*

Memorizing his attack patterns, spatial awareness, advanced combat, reflex, parrying timing, and attacking weak points will be key in defeating the Jabberwock in a multi-phase combat encounter. As Alice fights the Jabberwock, his form will gradually be overtaken by Chaos, sprouting from inside him.

The fight will culminate in a desperate last-stand attack. *The Jabberwock will pin Alice to the ground and attempt to eat her whole.* As he does so, Alice will have to **slice his neck** at the last moment, lest she is consumed.

THREAT: DEADLY

6

SWIFT

FIRE

RANGED

MELEE

BITE

HAZARD

TACTICAL

FLYING

CORRUPT

MOVEMENT & ATTACK NOTES

One of the most intense multi-stage Boss Battles of the game, **the Jabberwock** is a fearsome opponent. Constantly changing position and swooping in to attack Alice, his movements are swift, powerful and cruel. *If Alice falters here, The Jabberwock will see her punished.*

Flame breath will remain burning for lengths of time, blocking previously safe areas for Alice on the platform.

Memorization of his attacks and identifying openings are crucial, as the windows of opportunity to deal damage to the Jabberwock are extremely limited during this encounter.







A **cut scene** plays at the end of the encounter. *Rain now falls gently*. His throat bleeding, and Chaos seeping from his wounds, the **Jabberwock (J)** stumbles back to his knees. He splutters as he laughs. Distant lightning forks and crackles overhead. The thunder turns to the slow, withering heartbeats of the defeated Jabberwock. **Alice (A)**, stares at the beast furiously. *She trembles in rage as shadow falls.*



J “Pitiful. Through the fire, your memory, and suffering. You still fear me, Girl.”

A “**Fear be damned.** Vile beast, you will not stop me from finding my way home.”

J “Stop you? Look around you. The darkness in you has already won. There is nothing left to save. Your hope blinds you. Your broken heart weakens you. And your home?”

Rain falls as the Jabberwock’s laughter continues to splutter.

J “...Your **true home was lost the moment you failed to save your family.** Everything else has been, and is but a shadow. An illusion. A shade of what could have been. You’ve failed again girl. You can’t even see it.”

Alice grits her teeth.

J “Your only sanctuary lies in the truth of your own darkness. It calls to you. That is where your journey ends. **Alone in the heart of darkness. I know it...**”

A “**I am not only my Shadow. I am more.** And I will listen no longer to your wicked words.”

J “Listen or not, you cannot deny the truth. No matter how hard you still hopelessly kick and flail. **You are being dragged to your inevitable doom, Alice.** It is only a matter of time before you **drown beneath the waves of your own torment.**”

A “No. Your torment will be paid in full for killing my friend.”

Lightning rips across the sky. The Jabberwock matches Alice’s gaze. **Hers is fiercer.**

J “It appears, darkness has already found a home in you Ali-”

The Jabberwock’s final words are cut short as Alice **drives her blade through his skull.** As his scaled flesh falls and rots, all that is left of the fearsome Jabberwock is his colossal skeleton and Alice’s blade wedged in bone.

With a final, emotionless heave, Alice’s blade wrenches free from the skull, and the beast’s skeletal remains fall to **dust and ash.**



Alone on the platform, **we PLAY** as Alice examines the ashen remains of her opponent. Something writhes where the Jabberwock’s stomach once was.

As a pile of ash blows away in the breeze, **the badly damaged body of the Rabbit is revealed,** sprawled on the ground. Kneeling down beside her dead friend, Alice holds his body, and notices the **Heart is in place within his chest.** The Rabbit wiggles weakly in her arms, and hugs her back. *He is alive.*

Chaos seeps across the edges of the platform, encircling Alice and her Rabbit. As the bones of the Jabberwock flit and continue to drift, Alice watches as **the ash turns to lazily falling snow flakes.** The platform morphs, as Alice and her Rabbit hold hands.

The scene around them shines, warps and bleeds into a brilliant white light. **Snow now falls heavily as a disembodied voice utters...**



- CHAPTER END -



CHAPTER SUMMARY

LEVEL
7.1

LEVEL 7 • ACT I

WINGS OF STEAM

THE SKIES ABOVE WONDERLAND

ALICE'S APPEARANCE ARMOUR OF LIES

Slaying the beasts of her past, Alice is ready for battle.

Despite a powerful exterior, beneath her armored shell beats a fragile heart desecrated by loss. Alice steels her resolve, and faces her demons head-on, *despite if she is ready or not.*

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 3 / 3



HEART



EYES



BRAIN

COLLECTIBLES • 5 / 5



MIND'S EYE



HALL OF
DOORS KEY



INNER
COMPASS



FROZEN
TEARS



RADCLIFFE'S
JOURNAL

WEAPONS COLLECTED • 10 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

5



CROQUET
MALLET

6



PLAYING
CARDS

7



M.H.'S TABLE
SETTER

8



TEAPOT
CANNON

9



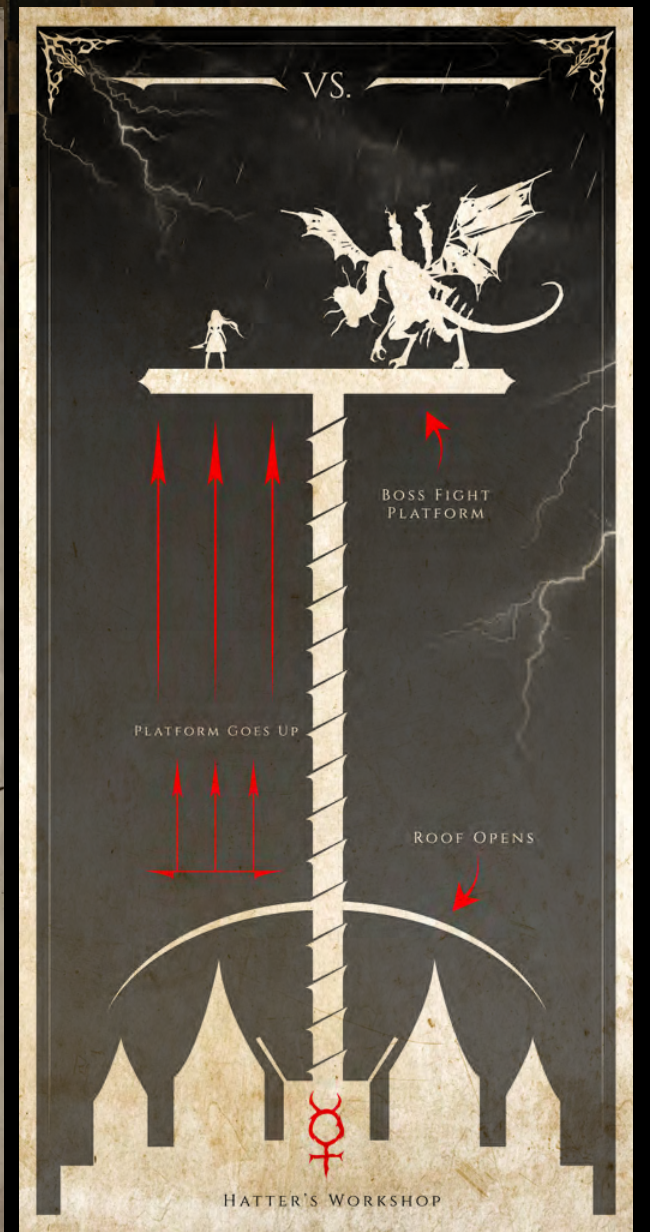
PEPPERCORN
GRINDER

10



ICE
WAND

ALCHEMY RUNES COLLECTED • 10 / 12





SOFT GATED AREA

EXPLORE THE BROKEN SLUMBER



0.10

THE BROKEN SLUMBER

TRUTH • FINAL SLUMBER ENCOUNTER



OBJECTIVE: FIND YOUR WAY HOME...



REVISITED AREA



Through a cloudy transition, Alice and her Rabbit enter Slumber and find themselves in scenes last seen at the start of the game - **a snowy British countryside with Alice's family home in the distance.** It is a starry night but there is no moon in the sky this time.



ALICE

"My true home? I've been here many times before. What have I missed...?"





SLUMBER WAY FINDING

SHATTERED GLOBE CONCEPT



LEVEL WAY FINDING DESIGN NOTES

Emanating an ethereal white light, the Liddell home is positioned as a safe-haven, pulsating and breaking on the horizon of this dying world. Acting as a way finder throughout the level, optical illusions and geometry tricks will reposition the bright light as Alice fights her way forward.

We **PLAY** as Alice runs across *broken floating islands in the Slumber realm*. Her Rabbit accompanies her through an environment that is **broken, unstable, and tremors sporadically**. *Chaos seeps in through every crevice*. This world is *dangerous and breaking apart*, the Chaos has followed Alice here. **They head towards a rising plume of smoke in the distance**.

Advanced platforming, spatial timing, and environmental puzzles, as well as high stakes combat encounters with Chaos are solved in quick succession to progress.

We **PLAY** as Alice makes her way through scenes in the Slumber Realm towards the goal of meeting with Caterpillar. She arrives at the place where his mushroom sits.

It is terrifyingly still and silent. Alice and her Rabbit are alone.



As Alice (A) approaches, a **cut scene begins**. A familiar silhouette in the darkness the figure turns. Alice is stopped in her tracks. She is face-to-face with the **Queen of Hearts (Q)**. Her grotesque form is exactly the same as the Manipulator Alice faced in the Throne Room. *Alice draws her blade as the two exchange heated words*.



A “Where is Caterpillar!? What have you done with him?”

Alice **demands**. The Queen’s large eyes narrow on Alice. Her booming words are *measured, regal, and dripping with power*.

Q “I’ve been waiting for you girl. Welcome home, indeed. Never on time, always late. Somewhere else to be. Hopelessly lost in your curiosity and imagination.”

The Queen focuses on the **Vorpall Blade**;

Q “Until you found **that blade**. Or... Did it find you? With it in-hand, you’ve carved quite a path, Alice, led equally by your **violence and curiosity**... It begs the question; **which one truly steers your heart?**”

A “Enough of your lies you vile manipulator! I’ve already driven this blade through your neck once. And I’ll do it again.”




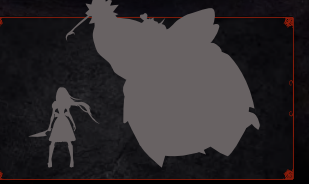
BOSS BATTLE

13

BROKEN SLUMBER • COMBAT ENCOUNTER

NEW ENEMY VARIANT





THE QUEEN OF HEARTS

DEITY OF SLUMBER • HOME IS WHERE THE HEART IS

MOVEMENT & ATTACK NOTES

A throw-back to the mid-game boss encounter in the *Throne Room*, this battle against **The Queen** is a ramped up reprisal of the fight in every aspect. Melee strikes, tentacles forming environmental hazards, tougher enemy summons, faster and much more powerful attacks. No longer bound to her throne the Queen *now moves freely around the battlefield*, all amounting to an intense boss fight.

RANGED

MELEE

Giant

SUMMONER

TACTICAL


HAZARD

GUARD CRUSH

SWIFT

THREAT: DEADLY


6



HARD GATED AREA

COMBAT SECTION • BOSS BATTLE

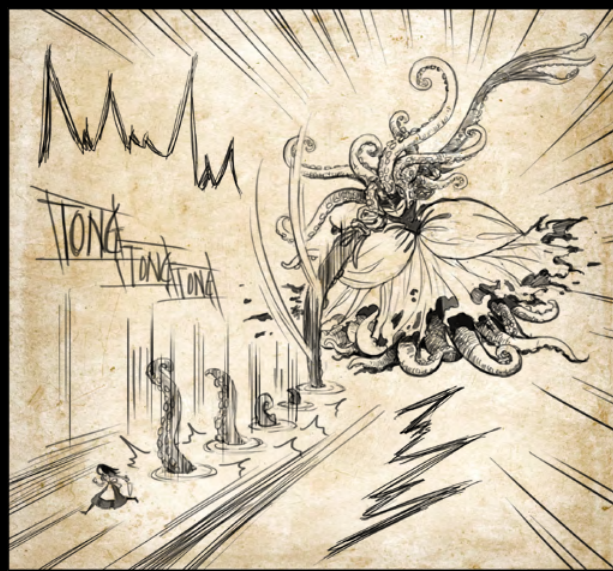
DEFEAT THE QUEEN OF HEARTS



SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE
0.10 THE SLUMBER - FINAL SLUMBER ENCOUNTER • TRUTH

Artwork • TOP LEFT - Alice Vs. Queen of Hearts Slumber Encounter • Line-work: Norman Felchle, Coloring: Omri Koresh. TOP RIGHT - Queen Iconography: Alex Crowley, BOTTOM - Queen Enemy Artwork • Line-work: Norman Felchle, Coloring: Omri Koresh. Boss Design & Enemy Encounter Design: Alex Crowley.

304



We **PLAY** as Alice fights the Queen of Hearts in a **Boss Battle**. *This is a reprisal of the first fight of the Manipulator Queen.* There are key differences in attacks, patterns, and all attack openings are now different. The encounter **plays with your expectations**, offering unforeseen twists that require new approaches to best the encounter. After a fierce and complex battle, the encounter ends with the *Queen defeated*.



A **cut scene** plays after the battle is won. **Alice** closes in and confronts the defeated **Queen of Hearts**.



ALICE

*"This is all **your** fault!"*

The **Queen** holds out her hand to signify **"stop!"**, And **smiles** warmly.

QUEEN OF HEARTS

*"Yes, **Alice**, it **is**. I've always been harsh, but I've only tried to do what was best for you..."*



Red, fleshy tentacles swarm about. The same as what appears whenever Alice has "died" or failed in-game.



QUEEN OF HEARTS

"When you have fallen, I have picked you back up again."

The **Queen's** skin begins to peel away, falling aside. Split from the base of her crown, down her body, her flabby, disgusting skin gracefully sheds like a *hollow cocoon*...



A beautiful woman, clad in **deep red flowing robes** emerges. *She has the pale face of Alice's Mother.*
Alice has encountered the memory of her **dead Mother**.

LEANNE LIDDELL  NEW CHARACTER ENCOUNTERED



The scene continues as **Alice (A)** looks on in shock, her blade pointed.
The memory of **Alice's Mother (M)** (*Leanne Liddell*) calmly addresses her daughter.



A *"Mother? No! This is another of your tricks. An illusion."*

Alice's blade shakes as she points it at her Mother.

A *"You stole Hatter's mind. You enslaved him to do your bidding..."*

M *"Stole? No dear girl. I kept it for safekeeping. Take it, you will have use for it yet."*

Alice's Mother reaches into a **metallic statue of Hatter's head**. She pulls out a new shining, beautiful clockwork brain. She hands **Hatter's Mind** to Alice. Alice is bewildered by the kindness.



HATTER'S MEMORIES
SOMETHING SECRET

A FRAGMENT OF A FALLEN FRIEND



IMPORTANT PLOT POINTS IV

Alice's mother speaks in an elegant, familiar manner, explaining;

M *"This is the last time we will meet here. The most valuable lessons we learn are also the most costly Alice. And this has been the costliest of them all."*

"You embody the parts of yourself that are still entwined with hope. Playful. Kind. You are the light in your own darkness. And you are getting brighter."

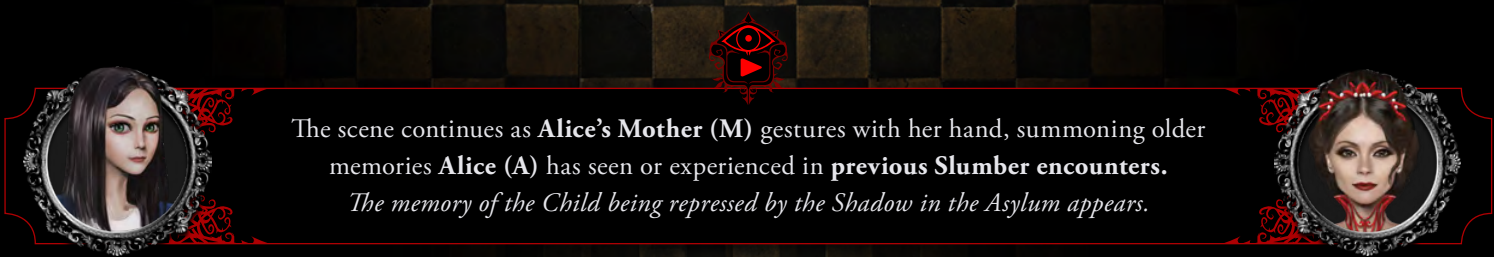
Alice's Mother looks warmly at the Rabbit, and smiles.

M *"And I see your curiosity is also still intact."*

Patting the rabbit on the head, the memory of Alice's Mother continues.

M *"Years ago, the horrors you faced... when we found you, lost and alone, we had no choice. We locked you away. To protect you. And then to prepare you."*





The scene continues as **Alice's Mother (M)** gestures with her hand, summoning older memories **Alice (A)** has seen or experienced in **previous Slumber encounters**.
The memory of the Child being repressed by the Shadow in the Asylum appears.



M *"You were split at your core Alice. A survival mechanism. Severed, and left behind. The other part of you continued your fight alone and drew strength from your anger. That anger was strong, and it carried her forward. She survived and overcame extremely difficult obstacles."*

Memories of Alice's adventures in **AMA** and **AM:R** play.

M *"Now, her anger and despair have in turn been infected by the very darkness it sought to destroy. A ruin. A plague that has been transferred to your other half by the process of eliminating it. Your Shadow... She grows stronger by the moment. Her fury has very nearly consumed every part of you."*

Memories of **Bumby being pushed in front of the train** flash past Alice and her Mother. Alice's Mother walks towards the memory of Bumby, closely examining the frozen facial expression on Dr. Angus Bumby's face, moments before he is killed. Leanne curls her lip and bares her teeth in anger at Bumby. **She is disgusted by him.**

She turns back to Alice.

M *"That Darkness has destroyed this place. It has almost won. We are on the knife-edge of this precipice. Darkness always begets more darkness."*

Alice's Mother waves her hand, and we now see a new memory. It is recent. In London. **An adult Alice Liddell has Radcliffe at knife-point.** He is cornered up against bookshelves. Alice is threatening to kill him, he begs and pleads for his life, but the Alice in the memory scene is obviously consumed by Shadow. Her eyes are swirling, lightless voids. The knife is pointed at his neck.

Tick-tock.

M *"This is the culmination of her rage. That darkness manifested. Without my control, or your conscience or kindness. The scales tip directly into the abyss..."*

M *"She needs your help. If she kills again, there will be nothing left to save. You are the light that can guide her through the darkness. You must save her."*

Alice's Mother turns away from the memory, and the scene around them shifts to the interior of Alice's family home. The first scene from the opening of the game. Alice, and her Mother are sitting at the table wearing their rabbit masks. *Lizzie and her Father are absent.*

The black birthday cake is there - candles shining bright. Wax drips. An **"Eat Me"** tag hangs from the side of the cake.

Chaos is now visibly seeping into the scene through the windows of the house.

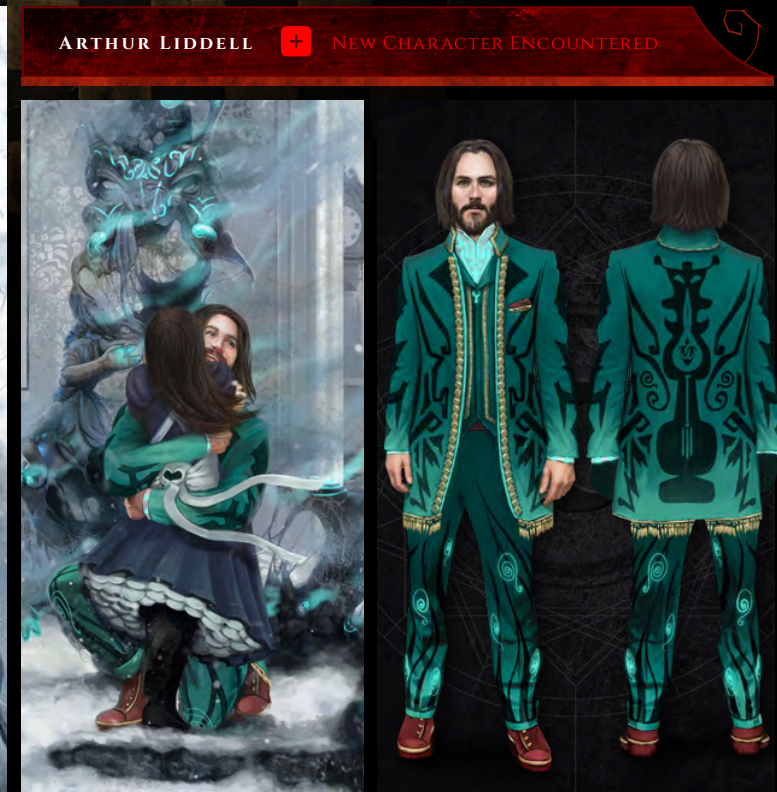
Alice's Mother continues to address Alice.

M *"This is where your torment was born. In fire and pain. Grow from that pain Alice. Be more than that pain. Our time of protecting you against yourself here, has come to an end."*

A new voice. A man's.



Alice replies, turning towards the *new voice*.



ALICE'S FATHER (ARTHUR LIDDELL)

As Alice turns to watch, *the skin of the Caterpillar sloughs and falls to the floor.*

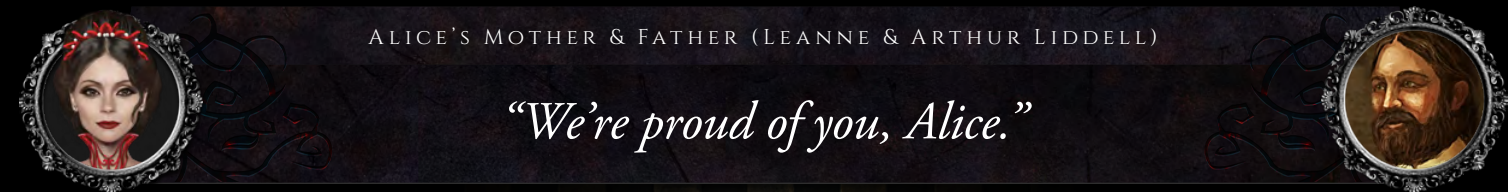
The memory of **Alice's Father, Arthur Liddell** emerges and kneels down beside the child, as he has done in memories prior.

"We have taught you everything you need to know. Guided you, and kept you as safe as we can."

"You've had to learn some very difficult lessons, and taken a few tumbles. But here you are. The choices you now make will be yours alone Alice."

"You will know how to make the right ones."

Alice, overwhelmed, **embraces the memories of her Mother and Father.**



The walls of the house are ripped away. The ceiling is torn open. **Giant tentacles and black Chaos swirl everywhere.** Alice's mother and father are wrapped in tentacles and lifted into the void. *Alice runs to the cake and eats a handful of its thick mass.*

As a tear falls down the child's cheek, her brow furrows, and her gaze turns into a powerful, focussed fury. Alice screams as the sky begins to crack around her. Triumphant, Alice's size grows and grows as she shatters the layers of her confines. *She is growing up. She has learned.*

Turning to share her victory, Alice looks back only to see the memory of her Mother and Father smiling back at her, peacefully. They are still and silent. Alice's eyes tremble. We then watch as **The Shadow** cruelly and swiftly consumes the memory of Alice's dead Mother and Father. *Bloody ruined tentacles and body parts are strewn into the Abyss.*

Alice and her Rabbit fade into the red light, *as she screams soundlessly.*

- CHAPTER END -





8.1

LEVEL 8 • ACT 1

NEW LEVEL

UMBRA LAND

ANOTHER WONDERLAND • THE PAST IS DEAD, ALICE

[SONATA NO. 14 "MOONLIGHT" IN C-SHARP MINOR, OP. 27 NO. 2 III. PRESTO AGITATO]

Silence. Darkness.

Then the haphazard rattles of a precariously balancing porcelain tea set.

The Mad Hatter watches as a **Snow Globe** with an ornately carved *Mock Turtle* base, shakes itself from his table, and crashes to the floor. Alice emerges quickly from within the shattered glass clutching her white rabbit. Her eyes are closed, like she is sleeping. *Tears are salted dry on her cheeks.*

As Alice wakes, a *beautiful sprouting of plants, and flowers spring to life around her; forming a wonderful garden.*



THE MAD HATTER

"Oh, there you are. Finally, I've been expecting you two. TEA?"

His familiar, jittery voice awakens Alice. **The Mad Hatter** shoves a filthy overflowing cup of tea into the Child's face. He is no longer his calm, measured self. *This Hatter is indeed, quite mad.*

Alice and her Rabbit find themselves on the floor in **Hatter's Workshop**, *but it is grimier and filthier.* Where there was once pristine equipment, now sit jagged edges,

rusted springs and derelict machinery. Chaos is seeping into this workshop everywhere. Shards of the shattered snow globe are strewn about on the floor besides Alice.

Endless vortexes swirl in the air through the windows outside. Darkness reigns. Examining the tiny broken snow globe on the floor, Alice then wipes her tears, and addresses Hatter.



ALICE

"Hatter? What are you doing here? I saw you..."

THE MAD HATTER

"Die? Be consumed? YES REMARKABLE."



Hatter yells excitedly. Alice places a hand on Hatter's forehead. He is clearly mad, and not his calm self. He jitters as his facial expression tightens into *a grimace of pain.* Alice reaches into her pockets and produces **Hatter's Mind**, *given to her by her Mother.*

Hatter takes the mind, assesses it, then allows Alice to help him, as they place it in an open cavity in his skull. *His expression and demeanor change as he calms.*





As this version of **The Hatter** (TH) regains his sanity with help from **Alice** (A) the two converse...



A “Let me help you.”

TH “A-lice... Yes. Thank you. That was me. It was “a me.” Your me. In your Wonderland. Quite a sad chap really. He did die. But, he didn’t quite take to the idea of being a fragment within a fragment. A bit more sad than mad I deduce. But he served his purpose gladly. And now, here you are. To serve yours.”

A “What purpose Hatter?”

TH “This wonderland is now yours too, Alice. The other parts of you have already made it a world fully consumed by darkness. Your own darkness rules here, as it now does everywhere...”

Hatter looks at the vortexes outside with an indignant huff.

TH “The plan was mine. Long ago. Wonderlands within Wonderlands. Something as simple as a snow globe was the stage. Thank your ingenuity Alice. I saved you, I found the BEST in you that was left behind. I built the glass walls that kept you safe. The only you, that can possibly defeat this horrible NEW you. And that you has become rather a bit of a problem. For, you see -...”

Hatter’s words are cut short as he begins to shudder. A **dark blade** protrudes from his pierced gut.

TH “-well that’s a pity...”

Hatter utters as he collapses. His body falls into a bubbling pool of shadow, and he is consumed. **The Shadow** now stands in front of her child self. *She speaks, words dripping with spite.*



Alice brandishes her blade against her dark **Shadow**.



ALICE

1. “What are you doing? They all meant us no harm!”
3. “I do not want to fight you.”

The Shadow walks around Alice, **encircling her prey**.

THE SHADOW

2. “But I do. **I meant them all harm**. Just as I intend to harm others. Destruction serves. I need nothing to stand in my way. And, you are all that is left.”

4. “But you will... And you must.”



THE SHADOW

“Choose. Choose what I want. It’s what we want. Radcliffe deserves to die. This childish Wonderland and our false escape from our reality. It no longer serves us. It deserves to die.”

ALICE

“No. If they die, so do we. I won’t let you burn our darkness onto others. We can be more. There has to be another way.”



The Shadow laughs as she **swipes at Alice with a clawed hand**. The attack is met with a parry from Alice’s **Vorpall Blade**.



THE SHADOW

**THERE IS NO OTHER WAY!
YOUR CHOICE IS TO JOIN ME IN
DARKNESS, OR DIE IN IT!**

MOVEMENT & ATTACK NOTES

In a battle against herself, Alice will be facing warped versions of *her own abilities and attacks*.

The **Shadow** at times will “Mirror” the player’s movements, allowing instant reads and counters no matter the approach taken by Alice. She will have to recognize when to fight, and when to evade when the Shadow is in this mode. Most of The Shadow’s abilities inflict *cruel debuffs and insane damage*.

THREAT: DEADLY

6



HARD GATED AREA

COMBAT SECTION • BOSS BATTLE
DEFEAT THE SHADOW

We **PLAY** as a **Final Boss Encounter** plays between Alice and her Shadow self. *The walls of Hatter’s laboratory blow apart*, as the battle occurs in a fully corrupted and wickedly dark Wonderland. A vicious and desperate high-stakes fight takes place. Alice employs all her weapons and skills, to defeat the Shadow.

Alice and her shadow not only fight in a battle of swords, but a war of words. The two sides of Alice’s psyche will justify themselves to one another. Offering hope, despair, chance, and absolution in equal measure. *They fight with brutal abandon and desperation against one another.*



THE SHADOW
DESTRUCTION FORM CONCEPT
VI





As the fight ends, with a scream of rage, Alice swiftly and brutally runs the Shadow through with her Vorpall Blade.



A **cut-scene** plays; The Shadow appears to be dead, impaled on Alice's blade. As black ruin drips from The Shadow's mouth, her limp body slumps forward onto Alice. Alice's gritted teeth and fury quickly turn to shock. *Alice is panicked;*



ALICE

"No, *no*, this isn't what I wanted..."

Black liquid oozes between the Shadow's teeth as she smiles.

THE SHADOW

"Don't you see? There is still darkness in you. I'm not a part of you. **YOU ARE A PART OF ME. AND YOU CAN'T LET HER GO. No more than I can. You're still just as guilty for her death. She binds you to me...**"



The Shadow's darkness seeps forth from the pierced wound and begins to *consume Alice*. **The Shadow absorbs Alice.** Her clawed hands close tight around Alice's body. As thick ruin engulfs Alice, in a flash of darkness, the Shadow opens her arms to reveal Alice is gone. **She has been taken into the Shadow-Self and consumed.**

You are me. I am you.



And now, we two *are one*...

- CHAPTER END -



SOFT GATED AREA

KILL THEM ALL



8.2

A HEART OF DARKNESS

UMBRA LAND • SOMETHING WICKED THIS WAY COMES



OBJECTIVE: CONSUME ALL. END ALL. DESTROY ALL.



NEW LEVEL



We now **PLAY** as **Shadow Alice**.



Opening into a Wonderland corrupted by **Darkness and Shadow**, we witness as Alice's new form coalesces into being. Alice's **Vorpall Blade** *bleeds and morphs into a massive, ruinous* **Umbra Scythe**.

A new weapon of **terrible power**, it is a devastating room-clearing offensive tool *overflowing with darkness*. What follows is an introductory sequence that trains Alice in its use.

NEW WEAPON

UMBRAL SCYTHE

ACQUIRED

ROOM-CLEARING COMBAT WEAPON

LET NOTHING STAND IN YOUR WAY

TIME TO DIE

Carving through and dismembering enemies in a flurry of combo attacks at close range, the **Scythe** can also be thrown and boomeranged back to Alice’s grasp, cutting down crowds of combatants. The weapon can also “**reap**” enemies. Sprouting tentacles of Chaos, this ability allows the fast replenishment and overcharging of Alice’s passive abilities.

We **PLAY** as Alice uses the Umbra Scythe to eviscerate entire crowds of enemies in wide arcs of darkness.

All of Alice’s abilities are now radically enhanced. All regular attacks now deal incredible damage, and key parts of the environment around her can be destroyed. Certain blows from Alice will now shatter through the scenery, destroying environments and characters alike. Alice is now able to rapidly teleport in and out of the shadowy miasma that follows her steps. (See “Shadow Step”.) Across familiar Wonderland locations, the Shadow pursues her mission: **To wipe out the remaining major inhabitants of the old Wonderland.**

HARD GATED AREA

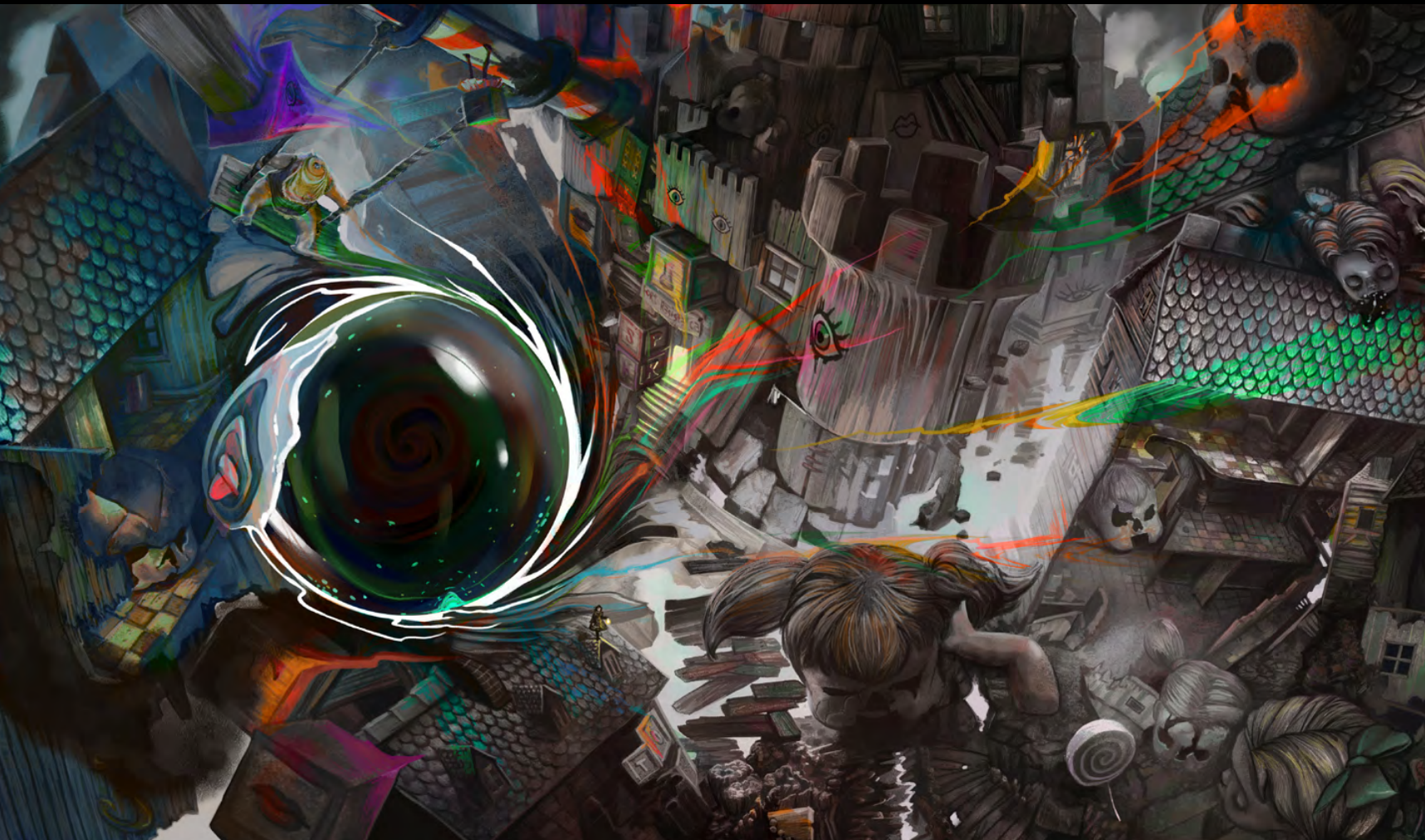
COMBAT ARENA • UMBRA LAND

HUNT THEM ALL DOWN

What follows is a sequence of “**Murder Tourism**” where Shadow Alice, at the peak of her power, cuts through the remaining layers of Wonderland, bringing shadow and darkness everywhere she goes.

She visits *The Vale of Tears*, *Queen’s Domain*, *Skool*, and other places - murdering new imaginings of *The Mock Turtle*, *Bill the Lizard*, the *Queen of Hearts*, *The Hatter*, *The Cheshire Cat*, the *Insane Children*, and anything else that formerly brightened her path.

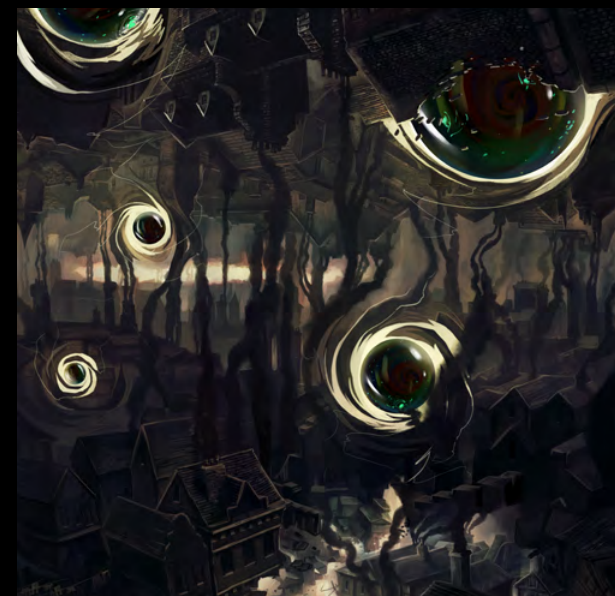
Familiar characters are now marked as enemies and are hunted in quick succession. Some will beg and plead for their lives. Others will try and reason with Alice until they are prompted to be killed in scripted displays of ultra-violence. Some defiant characters will put up a fight, but they will be quickly overpowered and ripped apart if they dare face Alice’s fury.





As Alice's murder-spree continues, with each kill, black holes of swirling voids will manifest. These void portals allow quick travel between scenes of Wonderland. Some inhabitants will try to run and escape through these holes, and hide in new areas. Shadow Alice will pursue them. Objectives are only met and progress granted by the deaths of anyone left in Wonderland.

Each death makes Wonderland darker, and darker. As voids overtake Wonderland, space by space Alice snuffs out every light in the world.



We **PLAY** until Shadow Alice achieves her goal. No one remains except... *The Rabbit*.



After *Shadow Alice* locates the *Rabbit*, the last objective, a **final cut scene** plays:

Shadow Alice and the Rabbit are alone on a floating island in an abyss of darkness. There's nothing left of Wonderland or its inhabitants. She walks toward the Rabbit, the massive scythe reforms to a blade in her hand. The Rabbit trembles soundlessly. *He has nowhere to run.*



SHADOW ALICE

"All these memories are a constant knife through my mind. Each rippling across an ocean of grief. Waves from distant shores crashing relentlessly, driving me mad. So many questions - even after they are answered they still bring pain. Why?"

"At last, pure silence. No more memories. No more faces. No more obstacles to overcome. No more questions. No more curiosity. And no more of the relentless imagining. No more relentless pain."

Shadow Alice reaches down and lifts the tiny Rabbit in one hand.



SHADOW ALICE

"Time is up. You've told me before..."
"We must not be late..."



A brief look of shock on the rabbit's face, as the player enacts the command input for the **Shadow to pierce him slowly with her Vorpall blade**.

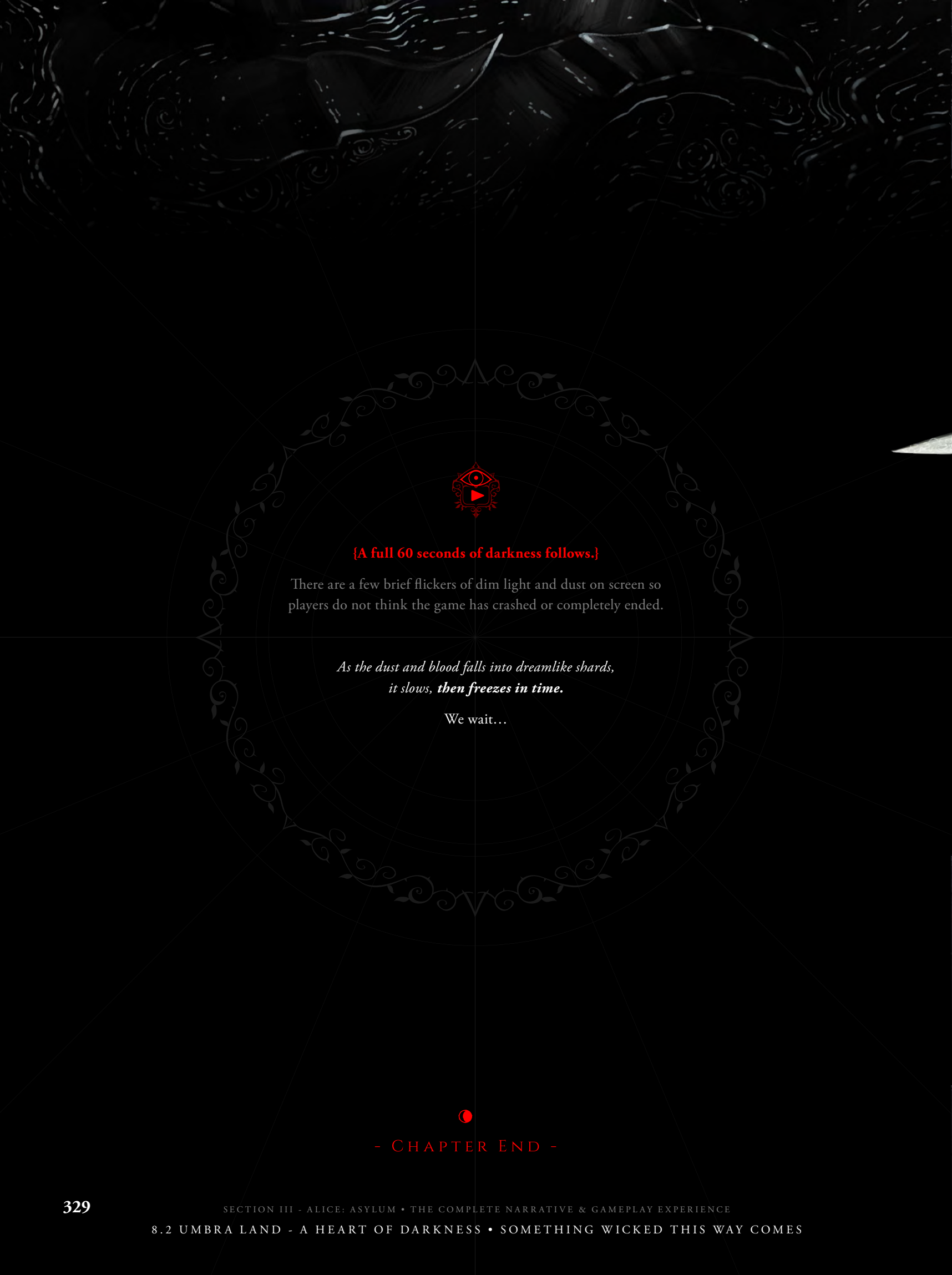
His eyes close and the light within the scene fades to complete darkness. *The last thing we see is the Rabbit's tiny, lifeless body torn into shreds.*

His heart falls from his body and is cleaved by the Shadows blade. **It shatters into a mist.**

As the shards glimmer into the darkness, nothing is left, but the *empty pitch-black abyss*.

Silence.





- GAME PAUSED -

CHAPTER SUMMARY

LEVEL 8.1

LEVEL 8 • ACT 1

A HEART OF DARKNESS

SOMETHING WICKED THIS WAY COMES

FRONT VIEW

REAR VIEW

ALICE'S APPEARANCE

THE SHADOW

With Alice's inner light consumed, all that remains is darkness.

With Alice Liddell's Shadow fully in control, her unbridled havoc and rage is unleashed on her own mind. Attacking everything that makes her who she is, the Shadow will not stop until all is consumed by the darkness within.

ALICE'S INVENTORY

NECKLACES • 2 / 2

OMEGA HYSTERIA

CHAOS INFERNO

KEY ITEMS • 3 / 3

HEART

EYES

BRAIN

COLLECTIBLES • 5 / 5

MIND'S EYE

HALL OF DOORS KEY

INNER COMPASS

FROZEN TEARS

RADCLIFFE'S JOURNAL

WEAPONS COLLECTED • 11 / 12

1

2

3

4

5

6

7

8

9

10

NEW 11

12

VORPAL BLADE

TREBLE MAKER

JACK BOMB

HOBBY HORSE

CROQUET MALLET

PLAYING CARDS

M.H.'S TABLE SETTER

TEAPOT CANNON

PEPPERCORN GRINDER

ICE WAND

UMBRA SCYTHE

ALCHEMY RUNES COLLECTED • 10 / 12

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

8.2 UMBRA LAND - A HEART OF DARKNESS • SOMETHING WICKED THIS WAY COMES • CHAPTER SUMMARY

Artwork • The Shadow Dress Design: Omri Koreish.

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SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE
8.2 UMBRA LAND - A HEART OF DARKNESS • SOMETHING WICKED THIS WAY COMES • CHAPTER SUMMARY

CHAPTER SUMMARY

LEVEL
8.1

LEVEL 8 • ACT I

A HEART OF DARKNESS

SOMETHING WICKED THIS WAY COMES



NEW WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

UMBRAL SCYTHER

ROOM-CLEARING
& LIFE STEALING
COMBAT WEAPON
HARVEST ENABLED



WEAPON LORE

Shadows form and bleed in your hand.

The weapon is extremely powerful, but is also a terrible thing to wield. The balancing act of these sections and the gameplay using the **Umbra Scythe** is to kill quickly, relentlessly, and often in order to proceed.

Alice's health will drain over time while the weapon is held. Meaning it must be respected and obeyed, or the weapon will destroy the player. The gameplay mechanics are a tie-in with the notion that darkness cuts both ways, both inwards, and outwards if darkness is employed.

WEAPON QUIRKS



HARVEST

Alice is able to replenish her health and abilities by connecting key knock-down and powerful combo enders while wielding this weapon. Upon enemy death, a "killing blow" animation will play, in which the life essence is removed from the enemy, and transferred to Alice. If struck, or damaged while this process initiates, the life-force is wasted and not transferred.



A HEART OF DARKNESS

Wielding this weapon damages Alice in a life-drain over time.

The Scythe is an evil thing, not meant to be used without consequence. Rapid kills with the Umbra Scythe overcharge it's damage output, stacking in conjunction with kills to a maximum of x5 for a short time. Once the buff is removed, or Alice fails to kill for a set amount of time, Alice will again suffer damage over time, until she kills with the weapon again, or replenishes her health via the "Harvest" mechanic.



I.

SIGNATURE ATTACK REQUIEM OF SHADOWS

While selected, the **Umbra Scythe** replaces both the *Hobby Horse* and *Vorpul Blade* with an enhanced melee move set that is based on **cruelty, horrible violence and powerful combos.**

Quick attacks see Alice wield the Scythe in an arced flurry of blows, while strong attacks now dismember, rend and slice enemies to pieces.

Combo enders and knockdowns can be used to replenish abilities, **siphoning life force from enemies and returning health and mana back to Alice.**



ATTACK RESOURCE

+ Alice's Health & Mind.
Powered on Alice's Life-force.
Limited resource.



II.

ALTERNATE ATTACK UMBRAL STORM

Before Alice hurls the Scythe ahead of her and in ADS (*Aiming down sights*) time slows, multiple targets are able to be locked onto, and Alice **boomerangs the Scythe as a spinning death wheel into the field.**

The Scythe will home in and cut through foes, returning back to Alice's grasp in order to be thrown again after a short while.

While the Scythe is thrown, Alice can *move and evade as normal*, but cannot attack until the Scythe is back in her hand. **The violence also drains life-force from enemies and replenishes Alice from bloodshed.**



ATTACK RESOURCE

+ Alice's Health & Mind.
Powered on Alice's Life-force.
Limited resource.



MELEE ATTACK VIEW



RANGED ATTACK ADS VIEW



9.1

INSIDE THE HEART OF THE SHADOW

A MOMENT FROZEN IN TIME • EXTINGUISHED LIGHT



OBJECTIVE: EXPLORE THE DARKNESS...



Emerging from the Shadows, **Alice's inner-child** steps through infinite darkness. *All is still, silent. Frozen in time, nothing is moving, except for herself. Beneath her feet, shallow, black liquid echoes as she walks.*

We **PLAY** as Alice walks alone with her footsteps. Unable to run, the scene plays as an interactive cut scene. Alice's footsteps echo, reverberating coldly as she wanders along a void of nothingness.

As she walks, she emanates her own dim, gentle light.

It casts just ahead of her, illuminating the **silhouettes of the still figures in the darkness**. As she nears them, Alice wanders past her slain friends and family. *Cheshire Cat, Her Mother, Her Father, Mock Turtle, Carpenter.* They are dark marble cast statues,

frozen at the moments of their death. **Their expressions are all tortured.**

Alice shudders, and stares at the morbid statues bleakly. Looking at their deaths, frozen in time, she finally gazes at her Shadow Self, immortalized in a fit of rage, tearing the Rabbit in half. *Blood still drips from her friend's wounds.*

Her macabre gallery of loss, on full display in all its horror.

In front of the statue of her Shadow, the inner child begins to cry. *Pitch black tears fall from her eyes.*

HALL OF LOSS STATUES A

KEY AREA PROPS



HALL OF LOSS STATUES B

KEY AREA PROPS



ALICE

"Why did she win!? What am I still holding onto? What allowed her to consume me..."



Alice bows her head, and sobs gently. Defeated and confused.

A voice, gentle and familiar from behind her.

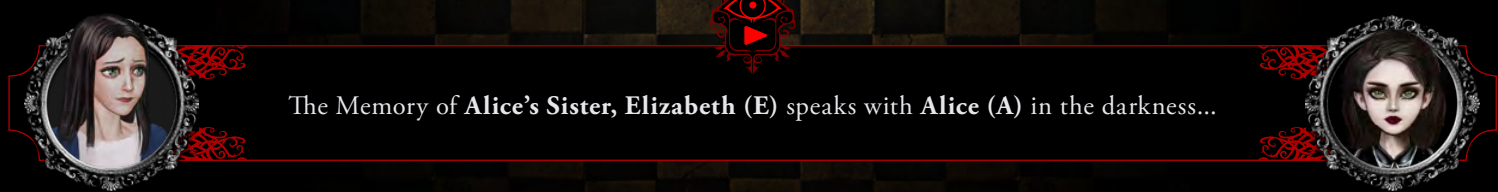


???

"You are still holding on to me, Alice. You need to let me go."



Alice turns to face the voice. At first, Alice only sees a **large, broken pocket-watch**. Its glass askew and shattered. *As Alice's light illuminates the scene, **Lizzie steps into view.***



The Memory of Alice’s Sister, Elizabeth (E) speaks with Alice (A) in the darkness...

E “You still blame yourself for my death. Your guilt. That is the bridge that the darkness can still cross to your heart. But you still have it locked tight.”

Lizzie points to her sister’s chest.

E “A heart of darkness suits you ill sister.”

A “You’re dead. I avenged your death, but still I can’t let you go. Every time I think of you, **HE corrupts my memories. I cannot shake them.**”

As Alice grits her teeth in anger, **her eyes turn as dark as the shadows around her.** Bumby’s laugh is heard as a whisper in the darkness. Something stirs in the shadows.

Lizzie moves forward, and holds onto Alice.

E “Alice, I am more than my death. I am more than him. **I am your sister.** And I will always be your sister. And I love you.”

Alice, shudders. She wails as she holds onto her sister.

A “**I CAN’T!** Your death is my fault.”

E “No. The people we love are never truly gone. Life is not an end result Alice, it is a journey. And I am so thankful to have walked it with you.”

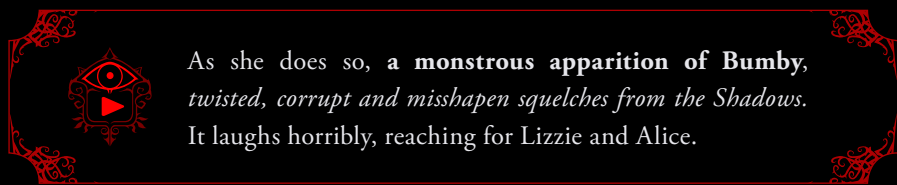
Alice listens to her sister intently. Alice’s lips tremble.

E “Let me go. It’s not your fault. It never was. **It was his. Only his.**”

Lizzie places a gentle hand on her sister’s cheek.

E “Remember this, Alice. If ever you want to visit me, our time together is always in your memory. I’m always there. Where we dance, and sing and play together. And with that bloody cat Dinah. Such a peculiar thing.”

Alice smiles through her tears. Lizzie smiles back.



As she does so, a **monstrous apparition of Bumby, twisted, corrupt and misshapen squelches from the Shadows.** It laughs horribly, reaching for Lizzie and Alice.



BUMBY/THE DOLLMAKER

“You are both minnne...”



The sisters don't flinch.

Alice readies herself for battle.

Lizzie stands her ground.



ELIZABETH

"You have to settle this guilt within you, once and for all. And I'm right here with you. *You know what to do, little sister.*"

We **PLAY** a fierce battle, as Alice and Lizzie fight against a misshapen monstrosity. *It changes shape, morphing between jagged edges and wild, flailing tentacles.* The combination of shadow, Bumby and pure evil. **The high stakes encounter serves as a true final-boss fight climax.**

BOSS
BATTLE

15

LEVEL 9 • ACT I - INSIDE OF THE HEART OF DARKNESS

NEW ENEMY

GUILT MANIFEST

THE CORE OF GUILT • THE ROOT OF SUFFERING



MOVEMENT & ATTACK NOTES

A vicious and combat intense encounter, Alice must use all of her skills, weapons and courage to survive her Guilt. A shape-shifting enemy, The Guilt Manifest employs a wide range of movements and attacks to overwhelm Alice. A multi-phase encounter, the environment the battle takes place within poses as much a threat as the enemy itself.

THREAT: DEADLY

6

HARD GATED AREA

COMBAT SECTION • BOSS BATTLE
DEFEAT THE GUILT MANIFEST

Alice's inner child will fight with all of her skills, to destroy her guilt manifested. **Alice's Vorpall blade is made purely of light in this encounter.**

After defeating her Guilt, Alice drives her vorpall blade into the abomination. *Lizzie watches proudly.* With a click of Alice's sisters fingers, the rotting remains explode, and dissipate into a fine, sparkling mist around them both. Light from Alice grows.

Turning to the memory of her Sister, Alice smiles warmly.



ELIZABETH

"You've got work to do little sister. If ever you want to visit me. Look within you, I'm there... We all are. Always. *My heart is open, Alice. Never closed, never locked. It needs no key.*"



PHASE ONE



PHASE TWO



PHASE THREE



Zooming into Alice's eyes, it turns into a pool of darkness, with just a flicker of light within them. A single tear slides down Alice's cheek. *It morphs, and flashes into a brilliant light.*

- CHAPTER END -

CHAPTER SUMMARY

LEVEL
9.1

LEVEL 9 • ACT I

INSIDE THE HEART OF THE SHADOW

A MOMENT FROZEN IN TIME

ALICE'S APPEARANCE MOON DRESS

Lost in Shadow and mourning her defeat, a glimmer of hope still remains in the darkness.

Curiosity explores the dark. Alice has lost, but has not given up. In consuming her inner-child, the Shadow has unknowingly allowed hope to enter her heart of darkness.

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 3 / 3



HEART



EYES



BRAIN

COLLECTIBLES • 5 / 5



MIND'S EYE



HALL OF
DOORS KEY



INNER
COMPASS



FROZEN
TEARS



RADCLIFFE'S
JOURNAL

WEAPONS COLLECTED • 11 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

5



CROQUET
MALLET

6



PLAYING
CARDS

7



M.H.'S TABLE
SETTER

8



TEAPOT
CANNON

9



PEPPERCORN
GRINDER

10



ICE
WAND

11



UMBRAL
SCYTHE

12



ALCHEMY RUNES COLLECTED • 11 / 12





LEVEL 10 • ACT 1

NEW LEVEL

10.1

SOLVE ET COAGULA

DISSOLVE TO REFORM • LIGHT CASTS A SHADOW



OBJECTIVE: LISTEN TO YOURSELF. PROTECT YOURSELF. ACCEPT YOURSELF.



Zooming out, we witness the face of the Shadow. Unfreezing in time, her look is puzzled. **She is all alone.** In the darkness, Alice's voice is heard. It is her normal voice. *The one of the repressed, inner-child.*



ALICE

"Well this is rather pointless. Despite all our collective anger and internal bloodshed, I'm still here. We're both still here. There's no point in pretending that we're not. Your destruction of the old has led to the construction of something new..."



A faint flicker of light in the darkness. It resolves into the flapping wings of a brilliant blue butterfly. **And then another and another until butterflies fill our view.**

ALICE

"We've been so focussed on guilt, but guilt can die. You cannot kill curiosity. It's that part of your brain that seeks to understand which drove you to explore. And in exploring you discovered pain but also found truth. And that truth won't set you free... But it will at least allow you to stop looking in that direction."



Butterfly wings flap and twist revealing behind them a growing mass of flowers, leaves and trees.

ALICE

"Point is, nothing is going to make it better. Those horrible memories did happen. But you don't have to keep staring at them."



The trees resolve into a great forest and we're suddenly flying over Wonderland within a swirling mass of butterflies.

ALICE

"Turn your curiosity to other things. You've spent enough time inside your own head. It's time to get out of that maze. Time is what we now have. We have time to explore other lands."



Our view focuses on a ledge within **The Vale of Tears** where Shadow Alice stands next to Child Alice. *They are at peace as they gaze out on a fresh new Wonderland.*

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

10.1 SOLVE ET COAGULA • DISSOLVE TO REFORM - LIGHT CASTS A SHADOW

Artwork • LEFT PAGE - Perfectly Imbalanced: Omri Koresh, RIGHT PAGE - ABOVE - Tea Party for Two: Joey Zeng.



The scene pans, and **Shadow Alice** and the **Inner-Child of Alice Liddell** are each sitting at a quaint table. Both halves of Alice are sharing a tea party as the scene continues. *Alice continues to speak to her other half.*



ALICE

"Look at what a fantastic journey has sprung forth from all that pain and suffering. All that pain, the adventure, the obstacles, and the achievements. It was all very really, and all very much, not for nothing. We've grown. And we've learned."

"We should be excited to see what comes next. We're ready for it. As ready as we'll ever be."

SHADOW ALICE

"What if it's only more darkness that awaits us?"



ALICE

*"Then we'll face that too. **Together.** We're no strangers to it."*

Inner-Child Alice smiles at her older self as she says;

ALICE

*"You are me. I am you.
And now, we two are one."*

They both smile.

The Plush Rabbit is overjoyed, and throws himself between the two Alice's, not really too sure who to celebrate with or embrace most. As Wonderland resumes it's beautiful, lush and lightened state, Umbra Land is no more. The beautiful world around them breathes and glows. Both Alice's stand up, and look towards a scene of the memory Alice glimpsed from her Mother.

A ghostly vision of Radcliffe's face is in the sky. Through the clouds it plays, his expression is puzzled. *Still at knife point.*



SHADOW ALICE

1. *"There really is a darkness in me. And out there. **It's everywhere.**"*

3. *"Do we persist, overcome, and learn. And help those who also suffer? Or do we choose to inflict and pass that same darkness onto others?"*

ALICE

2. *"Yes. Always. That's the truth of it. But it's what we choose to do when we experience that darkness, that makes the best of us."*

4. ***"Let's find out."***

Both Alice's link hands, and a brilliant white light obscures their silhouettes.

As the Child and Shadow share a calm moment of pause together, the sunlight shines on Alice Liddell's face. Shadow from the trees also basks them, and as

light from sky, and Shadows merge on the two halves, the camera pans around the tea-party. In a brief trick of optical illusion, there is now only **ONE Alice Liddell.**

She finishes her tea. *The camera zooms into the green eyes of Alice in her Wonderland, and zooms out to reality.*

- CHAPTER END -

CHAPTER SUMMARY

LEVEL
10.1

LEVEL 10 • ACT 1

SOLVE ET COAGULA

DISSOLVE TO REFORM • LIGHT CASTS A SHADOW

ALICE'S APPEARANCE SHADOW IN LIGHT

Light casts a shadow. The shadow cannot exist without the light.

A merger of self, Alice reconciles by connecting her hopeful inner-child and the resolve of her own Shadow. No longer feared or fearful, an acceptance of herself has manifested.

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 3 / 3



HEART



EYES



BRAIN

COLLECTIBLES • 5 / 5



MIND'S EYE



HALL OF
DOORS KEY



INNER
COMPASS



FROZEN
TEARS



RADCLIFFE'S
JOURNAL

FRONT VIEW

REAR VIEW

WEAPONS COLLECTED • 12 / 12

1



VORPALL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

5



CROQUET
MALLET

6



PLAYING
CARDS

7



M.H.'S TABLE
SETTER

8



TEAPOT
CANNON

9



PEPPERCORN
GRINDER

10



ICE
WAND

11



UMBRAL
SCYTHE

NEW



ASTRAL
GATEWAY

ALCHEMY RUNES COLLECTED • 12 / 12



SECRET WEAPON
ACQUIRED

EXPANDED WEAPON INFORMATION

ASTRAL GATEWAY

SECRET UNLOCKABLE
COMBAT WEAPON

I WISH I MAY, I WISH I MIGHT,
BURN YOU ALL IN SEARING LIGHT.



SECRET WEAPON LORE

*Unleash the fury of dying suns & stars.
We all fall down.*

The **Astral Gateway** is designed as *a secret, bonus weapon* made available to the player if they manage to collect all pieces of “**Dress Runes**” described in the earlier section of the Design Bible.

See “**Dress Runes**” section for more information.

Each rune collected forms a piece of 12, combining to form a map. Once all are collected, they unlock the **Astral Gateway**. A limited use weapon, it is highly expensive and highly risky to use, but it's payoff and potential damage output is unmatched in *Alice: Asylum*.

Intended not to be integral to gameplay or narrative, this is more of a bonus for skilled players to unlock, and adds incentive to exploration and discovering all of the secrets in the game. Inspired by room clearing weapons from first person shooters. *Slow firing, supremely powerful, and an immense combat payoff per shot.*



FRONT VIEW • COMPLETE

12



REAR VIEW • RUNE COMPONENTS



SIGNATURE ATTACK
WE ALL FALL DOWN

Alice unfurls the **Astral Gateway**, examines it, and *rips it in half horizontally*.

The tear will rip open a **cosmic portal**, revealing a swirling galaxy of stars and planets above the battleground ahead of Alice.

Manifests of Astrological Star signs (Taurus, Gemini, Sagittarius etc.) Will peer through the void, and highly damaging **Meteors and Shooting Stars** will rain down on the playing field below.

After the initiation, this single-use attack causes huge damage, obliterating smaller enemies in droves, and highly damaging more resilient enemies.

If positioned well, this weapon has a high chance of wiping a combat encounter or room completely.

If Alice does not hide from or dodge the meteor fall, she will also be damaged, or killed by its use.



1 / 1

ATTACK RESOURCE

Astral Gateway +1 Pickup.
Special Attack is 1 Shot Only.
Limited and rare resource.



ALTERNATE ATTACK
SOLARIS FLARE

Alice unfurls the **Astral Gateway**, examines it, and *will tear it in half vertically*.

The tear will create a vertical portal in time and space, opening just ahead of Alice, facing in the direction of Alice's direct line of sight.

The portal opens, revealing a gateway to the cosmos. As **gravity pulls enemies** closer into “line of sight” of the void, Astrological Star signs (Cancer, Scorpio, Virgo etc.) Will peer through the void, and a **Piercing Beam of Sun-fire** will emit from the portal, disintegrating anything caught in its line of fire.

The “Gravity” effect of the void will also affect Alice. If she does not evade it's pull, she will be pulled into the void and killed instantly.

Highly damaging, and more focussed for use on a single, powerful enemy (or a focussed line of them), this is the highest burst DPS Alice has available to her in the game via a single attack. *A boss killer.*



1 / 1

ATTACK RESOURCE

Astral Gateway +1 Pickup.
Special Attack is 1 Shot Only.
Limited and rare resource.



CONFRONTATION

TWO SIDES OF THE COIN • FATES ENTWINE

OBJECTIVE: PURSUE RADCLIFFE

London. Radcliffe's Home. Day.

We **PLAY** as an adult Alice Liddell confronts Wilton J. Radcliffe. After a short gameplay sequence hunting him through the halls of his estate, he stumbles back and flails around the room like a stuck pig.

He is sweating profusely, untidy, and bumbling incoherent nonsense.

As Alice follows him, she calls him out on all his nefarious doings towards her. Alice Liddell points her vorpal blade accusingly at him in one hand. *He gulps disgustingly.*

From her other hand, she produces; **a bound little black book**. She then slams the point of the **Vorpal Blade** down into the book on a desk in front of her. In piercing the document, it unravels the thread tying them together, **showing all of Radcliffe's evil plotting, receipts, photographs, and proof in his, and Bumby's crimes.**



ALICE

*"You'll pay for what you've done.
You bastard."*

With that, Alice stands back, gathers her blade, and crosses her arms. **The proof she has gathered is irrefutable.**

For a man undone, Alice notices, *his nerves have calmed considerably.*



WILTON J. RADCLIFFE

*"Close the door Angela, or I'll hurt
the rodent again..."*

The door slams shut behind them. A lock is heard sliding into place. **A sad little girl - Angela - has entered the room and locked the door.**

Radcliffe begins to laugh, **as he slams Alice's toy rabbit down on the desk in front of him.** Alice is betrayed and alone again.

She doesn't flinch.

RADCLIFFE'S BLACK BOOK

KEY ITEM USED



ANGELA RADCLIFFE

NEW CHARACTER ENCOUNTERED





Alice (A), Radcliffe (R) and Angela (An.) Become involved in a heated and bitter confrontation. Radcliffe assumes the upper-hand as he continues to torment his current and former ward...

A “I see you’ve found my rabbit.”

R “Your old toys prove more useful in controlling others than it ever did with you...”

Glaring at Angela, Radcliffe twists the toy rabbit’s neck. Angela winces and holds back tears as he does so.

AN. “...P-please don’t hurt him...”

R “SHUT YOUR MOUTH ANGELA.”

The girl falls silent. Radcliffe smiles. Glaring at Alice, he never breaks eye-contact.

R “Stupid brat. Can’t you see? We have company.”

Radcliffe’s words are thick with mocking indignation. He continues addressing Alice, but his body language and tone change. He sounds sincere;

R “Don’t you see, Alice? I’m not the villain here. Please, see the reason. Angus committed the heinous acts that saw your family slain. His vices were terrible. A monster. He is dead. Rightfully so. And I could turn a blind eye...”

Alice listens. He continues;

R “Through my coercion and conversations with him, I saved you from him. Don’t you see? I never shared his predispositions of the flesh. I am a businessman. Plain and simple. There was demand. We fed the supply. But YOU. You were MY ward Alice. I protected you from that fate. And I merely took care of your affairs, kept a roof over your head, and held your family’s estate, until you were old enough to... Handle it all yourself.”

His pause rings hollow.

A “And am I old enough now? Am I experienced enough to be rid of you?”

R “Oh come Alice. Hush.”

He smiles wickedly.

R “We both know you’re insane. Unfit to handle such a responsibility. You have such an affinity for violence. Which must be dealt with first.”

Alice keeps her blade pointed at him. He meets her stare.

R “Tsk-tsk. Your foresight is poorly limited, girl. As is your caliber and class. You choose violence. I choose strategy. You’ve neglected my contingency plans Miss Liddell. The promise of your family’s money has already secured my place in this society. The gains from our little... Business venture you’ve uncovered is beyond lucrative. Supply. And demand. It flows deep.”

R And through that, the services of the law are already bought, sealed and paid for. You’ve far overestimated your own place and power here. **Your pathetic truth has no value.**”

He draws a small fire-arm from his coat pocket.

R “I’d hoped you’d eventually succumb to your madness, and fade away like the ashes of your forgotten family. Angus and I were so close to being rid of you...”

R “But it appears I’ve needed to take a more direct approach to your incessant meddling.”

Alice readies herself.

The shadows of the room dim. Alice holds her ground, blade in hand. Her eyes are sharp and still. As Radcliffe aims his weapon, he smiles like a devil.

R “Any last words girl?”

Alice’s corrupt ward snickers. He savors his power. She gently answers;

A “You’ve all looked at what’s in my mind for so long...”

Alice’s head tilts as she locks eyes with her tormentor. He is frozen in place.

A “I wonder, what’s in yours?”

A dark pulse emanates from Alice, as the shadows knock Angela and Radcliffe to the ground. With an ethereal shudder, Alice’s control of her darkness propels her in an instant face-to-face with Radcliffe across the room. Her focussed eyes meet his terrified ones. He looks to see the gun in his hand has turned to a distinctly less deadly, blue butterfly. It lazily flits away as he trembles in a world of shadow.

With Alice’s blade pointed at him, running along his chin, she playfully begins;

A “I’ve mastered my demons. Even had tea with some of them quite recently.”

He has no words for the horror and power he is facing. Alice continues;

A “How are your demons, Radcliffe?”

He gulps in reply.

A “We should visit them.”

Alice presses a finger to his sweating, fleshy temple.

A “Together.”

●
- CHAPTER END -





LEVEL II • ACT I

NEW LEVEL

11.1

ALICE IN OTHERLANDS

FINAL LEVEL • THE MIND CAN BE A TERRIBLE PLACE

OBJECTIVE: SUPPRESS & SURVIVE RADCLIFFE'S INNER DEMONS



The walls of the room blow apart as **Radcliffe and Alice** tumble into a **spiral vortex**.

Alice floats with the elegance of a ballerina. Radcliffe is crying and screaming out, a tumbling, blubbling mess, memories of vile deeds he has committed fly past

and into his eyes. Horrible manifestations of insatiable greed, envy and wrath swiftly devour, bite and chew at his body as he falls.

Spiraling and tumbling into the void, the man cannot fathom or process his own darkness.



HARD GATED AREA

HEAVY COMBAT ARENA
RADCLIFFE'S OTHERLAND



We **PLAY** as Alice runs through Radcliffe's Otherland. *She battles past hoards of his inner demons towards the seat of his consciousness.* The world is a place of books and ledgers. Words and documents flutter through the sky overhead. The mind of a man whose internal world is propped up by twisted logic and the smugness of an expert in legal warfare.

BLIND JUSTICE

NEW ENEMY ENCOUNTERED



MOVEMENT
& ATTACK NOTES

THREAT: HIGH

3

Lunging at Alice with razor quills and swinging her scales like a mace, this abomination hunts Alice aggressively amongst Radcliffe's mind.

BIG MOUTH

NEW ENEMY ENCOUNTERED



MOVEMENT
& ATTACK NOTES

THREAT: HIGH

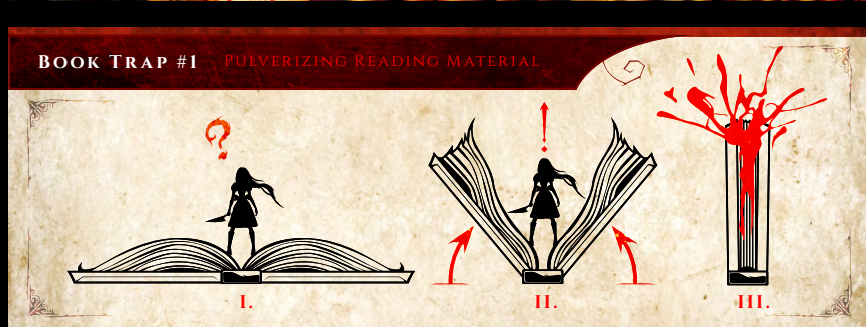
3

Moving similar to Boojums, these gluttonous money bags have no problem with Alice keeping the change. Spewing hordes of coins, they are wealth weaponized.

SECTION III - ALICE: ASYLUM • THE COMPLETE NARRATIVE & GAMEPLAY EXPERIENCE

11.1 ALICE IN OTHERLANDS • FINAL LEVEL - THE MIND CAN BE A TERRIBLE PLACE

Artwork • LEFT PAGE - Radcliffe's Inner Demons: Adam Narozanski. RIGHT PAGE - Otherlands Enemy Designs - Line-work: Norman Felchle. Coloring: Omri Koresh. Enemy Design & Mechanics Outlines: Alex Crowley.



BOSS
BATTLE

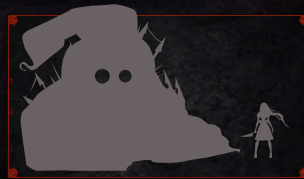
16

LEVEL II • ACT I - ALICE IN OTHERLANDS

+ NEW ENEMY

MASK OF GREED

THE CORE OF RADCLIFFE • DEEPEST CORRUPTION



MOVEMENT & ATTACK NOTES

Inside Radcliffe's own mind, he sees himself as a golden untouchable God. Dripping in molten gold and disgusting wealth, the tokens of his "merchandise" litter the arena he resides within. An ill-fitting mask conceals vile flesh, rot and darkness. Radcliffe's self-manifestation commands minions with a wave of his fingers. He does not chase nor pursue Alice, rather, his traps force her to come to him. Alice must overcome cruel hazards, vicious pen-points and collapsing platforms to overcome the gauntlet laid by this horrible beast.



HARD GATED AREA

COMBAT SECTION • BOSS BATTLE
DEFEAT THE MASK OF GREED

THREAT: DEADLY

6



Radcliffe's way with words is no match against Alice's blade and cunning. She reaches Radcliffe's center of logic, and **throws her Vorpall Blade into the works**. In an instant, the edifice of his self image is destroyed and the reality of his cruelty unleashed.

The monster within is freed from its cage and allowed to run rampant throughout his mind - destroying everything it touches.

He has no light within. His darkness eats him alive. He is broken and lost. Truly a monster within a monster.

Alice exits Radcliffe's Otherland. Leaving him to be consumed from within by his own demons.

- CHAPTER END -





12.1

ASYLUM

SOMETHING LOST • SOMETHING FOUND



OBJECTIVE: THERE IS MORE TO SAVE THAN YOURSELF, ALICE



Falling back into reality, **Radcliffe and Alice** are now back in his office. Alice deftly lands on her feet. A few butterflies flicker past.

Radcliffe thuds to the floor on his hands and knees. *As his glasses fall and clutter to the ground, Alice crushes them beneath her boot.*

Radcliffe writhes and his eyes dart from side-to-side. His spit bubbles as he whispers frantically to himself through clenched teeth. *Alice assesses her former ward.*

ALICE

*"My diagnosis: nothing but darkness and evil resides in you. At your core and through everything you touch, there is no light. Only darkness and suffering of others as a result of your influence. **No balance.**"*



Turning her back on an otherwise incapacitated Radcliffe, the light grows brighter in the room. *Alice unlocks the door and lets some Policemen into the room.*



POLICEMAN #3

*"Alice, we've looked into that book, it matches up. We've found some of them. **Bumby, Radcliffe, these bloody fiends were selling those kids...**"*



They stop, and witness a scene of madness before them: **Radcliffe's own darkness has completely taken over him.** The officers are speechless. *Alice looks at a disgraced and defeated Radcliffe.*

ALICE

"You are truly a broken man. I think you've got some work to do on yourself if you're ever to be more than that."

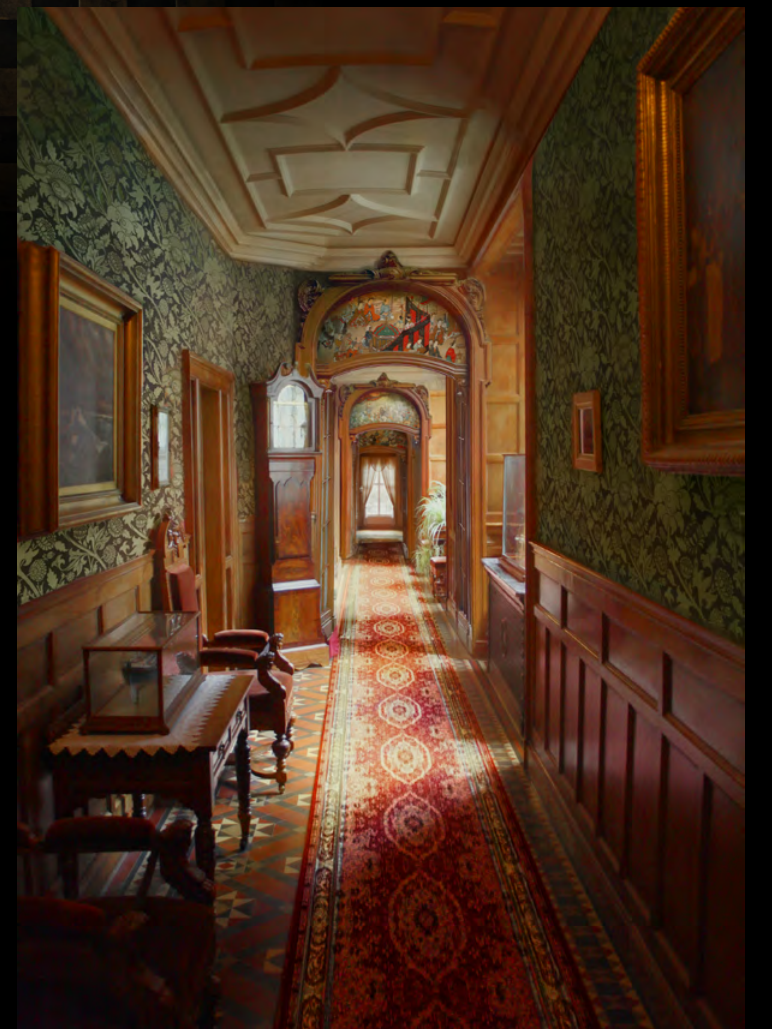


Dazed and bloodied, and after his full display of attempted murder of Alice and of the officers around him, Radcliffe is quickly restrained, beaten, and carried away. Radcliffe still spouts nonsense through his broken teeth as he goes. **The officers are heard saying;**



POLICEMAN #4

*"Monster. I think some time in **Rutledge's** will do this one well!"*



RADCLIFFE SCREAMS

Satisfied, Alice **retrieves the little black book** she has collected, and leaves the room after the remaining policemen have removed Radcliffe from the premises. **Alice walks down the halls and notices a photograph** of Radcliffe standing beside her. Her corrupt ward is now finally gone. Alice is free. *Next to it, Radcliffe is standing in another, newer photo with another young girl. “Angela” is embossed on the ornate frame.*



Alice’s focus is broken by hearing a **HUMMED TUNE**. It is the same one her own *inner-child once hummed in Wonderland*.



SOFT GATED AREA



LOCATE THE FAMILIAR TUNE

We **PLAY** as Alice tries to locate the source of the sound. Following the tune through the labyrinth corridors of Radcliffe’s garish mansion as it grows louder, Alice turns corner after corner.



Finding the source of the song, a cut scene plays, as Alice meets young Angela Radcliffe again.

The girl from the other photograph is now standing in front of Alice. She is clutching the Rabbit Doll, as a group of policemen console her, and wonder what to do with her next.



POLICEMAN #5

“Another of Radcliffe’s Wards. She’s got no place to go now.”

Alice kneels down beside the scared, and obviously confused girl. *At her level, eye-to-eye, Alice gently speaks.*

ALICE

“Where would you like to go Angela?”



The child remains silent, and instead squirms and **squeezes her rabbit tightly**.

Alice looks towards the rabbit in the small girl’s arms, and pats his head.

ALICE

“Maybe you should ask him? He might know where to go.”



Angela, ponders on this for a second. She then whispers something to her rabbit. This familiar back and forth plays out in front of Alice until Angela and the rabbit have finished talking amongst themselves.

Angela then looks up, and replies to Alice;



ANGELA

“He thinks we should follow you now.”

Alice gently clasps Angela’s hand. *The scene ends.*

The Alice: Asylum logo appears on-screen and the credits roll...



- END CREDITS SEQUENCE PLAYS -
- CHAPTER END -



CHAPTER SUMMARY

LEVEL
12.1

LEVEL 12 • ACT 1

ASYLUM

SOMETHING LOST • SOMETHING FOUND

ALICE'S APPEARANCE LONDON ATTIRE

A familiar dress, but a new beginning.

Alice's appearance in the real-world. Downtrodden, worn and dirty, but despite dark appearances, Alice is free from her tormentors and now ready for a fresh start.

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 3 / 3



HEART



EYES



BRAIN

COLLECTIBLES • 5 / 5



MIND'S EYE



HALL OF
DOORS KEY



INNER
COMPASS



FROZEN
TEARS



RADCLIFFE'S
JOURNAL

FRONT VIEW

REAR VIEW

WEAPONS COLLECTED • 12 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

5



CROQUET
MALLET

6



PLAYING
CARDS

7



M.H.'S TABLE
SETTER

8



TEAPOT
CANNON

9



PEPPERCORN
GRINDER

10



ICE
WAND

11



UMBRA
SCYTHE

12



ASTRAL
GATEWAY

ALCHEMY RUNES COLLECTED • 12 / 12



LOCATE ANGELA • FOLLOW THE FAMILIAR HUMMED TUNE...





13.1

LEVEL 13 • ACT 1 • STORY INTERMISSION

NEW LEVEL

HOME

LONDON • ENDINGS AND NEW BEGINNINGS

OBJECTIVE: EXPLORE THE SCHOOL GROUNDS...

After the credits roll, a secret ending scene plays out. The scene opens to a beautiful, English countryside home. **Green, lush, gorgeous and bright.**

Alice Liddell, is smartly tailored and elegantly styled. She is dressed in deep, rich blue attire. Alice walks through the gates of the beautiful estate. *She passes by a gorgeous, brand new bronze plaque which reads;*



As Alice approaches the grounds, she is swarmed by happy, well-fed, content, healthy children.

The downtrodden children from Bumby's former "support" home are all here too. The kids have never been happier, and they are ecstatic to see Alice again. As the children run through the arches into the entrance of the building, *Angela Liddell* is waiting for Alice, and meets Alice at the stairs. The little girl is in her Sunday best, and is still clutching onto her plush rabbit.

Alice looks down at Angela, and they both smile warmly. *The little girl asks curiously;*



ANGELA

Will we have time for a tea-party today Miss Liddell?"

ALICE

"Always."



Alice replies with a knowing grin.

Angela excitedly beams back, and then walks on alongside Alice into the building.

Angela drops her rabbit toy to the floor absent-mindedly in her excitement as she skips along.

As Alice and Angela walk away, the rabbit is left lying still and motionless on the floor.

The sound of children and laughter fades.

The rabbit then blinks.

Gets to his feet, and runs after his best friends.

- CHAPTER END -



CHAPTER SUMMARY

LEVEL
13.1

LEVEL 13 • ACT I

HOME

LONDON • ENDINGS AND NEW BEGINNINGS

ALICE'S APPEARANCE HEADMASTER'S DRESS

We leave Alice Liddell complete and happy.

Overcoming all obstacles in her way, Alice dons a dress similar to *her Mother's* and proudly guides those who cannot yet protect themselves. *Simply wonderful.*

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 3 / 3



HEART



EYES



BRAIN

COLLECTIBLES • 5 / 5



MIND'S EYE



HALL OF
DOORS KEY



INNER
COMPASS



FROZEN
TEARS



RADCLIFFE'S
JOURNAL

FRONT VIEW

REAR VIEW

WEAPONS COLLECTED • 12 / 12

1



VORPAL
BLADE

2



TREBLE
MAKER

3



JACK
BOMB

4



HOBBY
HORSE

5



CROQUET
MALLET

6



PLAYING
CARDS

7



M.H.'S TABLE
SETTER

8



TEAPOT
CANNON

9



PEPPERCORN
GRINDER

10



ICE
WAND

11



UMBRAL
SCYTHE

12



ASTRAL
GATEWAY

ALCHEMY RUNES COLLECTED • 12 / 12





14.1

LEVEL 14 • ACT 1 • FINAL STORY INTERMISSION

NEW LEVEL

SHADOWS FALL

LONDON • UNKNOWN LOCATION

OBJECTIVE: ???

The scene opens as gentle rain falls on a dimly lit English Manor. Gruff and messy munching sounds are heard, as we cut to a **disgusting and wealthy lord**. He greedily and messily devours his dinner. *Between filthy spits of food, he holds a full cup of wine, and bellows;*



???

"Edward! EDWARD! Wine! **MORE WINE, BOY!**"

His pleas are unanswered.

???

"Blasted ungrateful bastard. I paid good money for you. You'll taste my fists tonight..."

Rumbling his way through his manor, the brute slams open door after door. **Eventually, he finds young Edward**. As he slams open the door, a shrill, guttural gasp of fear escapes from the lord.

Rain continues to fall on the windows. *Edward is sitting on the floor, playing with a small plush rabbit.*

Alice sits on the floor, and she has her back to the disgusting intruder.

Thunder and lightning crackles, as the scene flashes in light.





The Cheshire Cat, Carpenter, Hatter, Tweedle Brothers, The Knave, The Queen of Hearts and all of Wonderland's inhabitants are sitting around the room. *Silently.* Their shadows cast long swathes of darkness in the light.

They all stare unflinchingly at the fearful man. Alice stands up, and turns to face the trembling coward.

Revealing; an open, **little black book in her hands.**

ALICE

"The proud owner of... Number one hundred and twenty four, I presume?"



She crosses a line off the page, one of many others, *and shuts the book with a snap.* The man begins to stutter. Before he can pass a single word, all the light fades in the room, as Alice fixates her stare on the Lord.

ALICE

"It's your turn to look at your true self... From within."



Alice turns into a massive terrifying shadow creature, and enters every open orifice of the man's face. Shadowy tendrils invade his eyes, mouth, nose and ears as Alice enters his mind.

He screams, as the scene zooms into his pupils, we see shadows and light dance within.

The scene ends in total darkness, as we listen to the horrible screams of the disgusting man as he faces the true horror of his own inner demons.

The last thing we hear on Alice's journey, is the happy laugh of young Edward, as he sings, dances and plays with his new friends...

CHAPTER SUMMARY

LEVEL
14.1

LEVEL 14 • ACT 1 • FINAL STORY INTERMISSION

SHADOWS FALL

LONDON • UNKNOWN LOCATION

ALICE'S APPEARANCE ECLIPSE DRESS

Alice is in full control of her darkness. A balance of light and dark, complete in a harmonious balance of self.

Now in pursuit of those who would hurt others, Alice readily positions herself directly between *the abuser*, and *the abused*.

ALICE'S INVENTORY

NECKLACES • 2 / 2



OMEGA
HYSTERIA



CHAOS
INFERNO

KEY ITEMS • 3 / 3



HEART



EYES



BRAIN

COLLECTIBLES • 5 / 5



MIND'S EYE



HALL OF
DOORS KEY



INNER
COMPASS



FROZEN
TEARS



RADCLIFFE'S
JOURNAL

FRONT VIEW

REAR VIEW



GAMEPLAY COMPLETED



SECRET ENDING COMPLETE - GAME 100% COMPLETE

ULTRA NIGHTMARE • DIFFICULTY UNLOCKED / ACHIEVEMENT UNLOCKED





THE END

CREATIVE DIRECTION, GAME DESIGN CONCEPTS & NARRATIVE EXPERIENCE • WRITTEN, DIRECTED, DESIGNED & PRODUCED BY:

AMERICAN MCGEE & ALEX CROWLEY

PRE-PRODUCTION ART TEAM • ALICE'S WORLD WAS BROUGHT TO LIFE VIA BEAUTIFUL CONCEPT ARTWORK BY:

OMRI KORESH • NORMAN FELCHLE • JOEY ZENG • ADAM NAROZANSKI • GARETH KEENAN • JENNIFER DAWE • DARIO MARZADORI

DESIGN BIBLE DOCUMENT • CREATION, GRAPHIC DESIGN, MOTION GRAPHICS, UI/UX, LAYOUT STRUCTURE, ADDITIONAL ARTWORK & MUSIC BY:

ALEX CROWLEY

COMMUNITY MANAGEMENT & ONLINE SUPPORT BY:

MARTIN BERRIDGE



THE OPPORTUNITY TO CONTINUE ALICE'S STORY WOULD NOT HAVE BEEN POSSIBLE WITHOUT THE FINANCIAL SUPPORT & ENCOURAGEMENT PROVIDED BY ALICE'S FANS AROUND THE WORLD VIA PATREON. THE TEAM DEEPLY THANKS EVERYONE WHO HAS SUPPORTED US.

ALICE'S FANS HAVE ENABLED HER TO COME THIS FAR. THANK YOU FOR BELIEVING IN HER.

[PATREON.COM/AMERICANMCGEE](https://patreon.com/AmericanMcGee)



SECTION

IV

ALICE
ASYLUM

EXTRA CONTENT & GALLERY
(DATA SPREADSHEETS, MUSIC, ARTWORK & MORE)



MYSTERIOUS
STUDIOS

CREATING THE DESIGN BIBLE • STORY & DATA

• THE GEARS THAT SPIN THE INFERNAL MACHINE •

This **Design Bible** document was created alongside the simultaneous development of the *Alice: Asylum* story.

As the story was completed piece by piece, these **Narrative Outlines** were shared publicly and with our Patreon community for feedback. From their creation, these story documents fueled the direction of all of the artwork, design decisions and overall intended experience for Alice’s third adventure.

Later, as the pieces slotted into place with the story, and as potential developers were engaged, Alice’s story information was distilled into **Game Design Spreadsheets**. This allowed for an easier understanding for the developer’s potential scope of works, and allowed them to create an initial budget projection.

Both of these documents in their latest iteration are available for public download and review via the Patreon links below.

DOWNLOAD • NARRATIVE OUTLINES

- PATREON LINK -

DOWNLOAD • GAME DESIGN SPREADSHEETS

- PATREON LINK -

PLEASE NOTE: THE GAME DESIGN SPREADSHEETS ARE A **CURRENT WORK IN PROGRESS**. THEY ARE SUBJECT TO CHANGE. **EDITS, DESIGN WORK & INPUT FROM THE TEAM & POTENTIAL DEVELOPMENT PARTNERS IS EXPECTED THROUGHOUT 2023.**


<div><div>V1.0 PDF SPREADSHEETS</div><div>SUPPLIED SEPARATELY</div></div> <div><div>CONTENT</div><div>WEAPONS</div><div>ABILITIES</div><div>PICK-UPS</div></div>	PRACTICAL GAME DESIGN DETAIL	EXAMPLE OR DESCRIPTION:
	1. Main Level Design & Key Areas of Gameplay	List Main Worlds & Larger Areas of Gameplay In Sequence
	2. Sub Level Design & Structure	List Sub Areas & Smaller Areas within Main World Gameplay In Sequence
	3. Pacing, Beats & Game Design Purpose Per Area	List All Key Pacing & Beats as a Timeline / Overview . In Sequence. Provide a brief “ Purpose/ Objective/Gameplay Synopsis ” Per Chapter, Per World, Per Sub-Area in Sequence.
	4. NPCs Encountered Per Chapter	List Non-Playable Characters Encountered In Each Chapter
	5. Voice Acting for Characters/NPCs Per Chapter	Confirm NPC Cast for VA (Voice Acting) <i>(or SFX only)</i> Per Chapter
	6. Enemies Encountered Per Chapter	List Enemies Encountered In Each Chapter
	7. Enemy Design Outlines Per Chapter	Provide Individual Enemy Outlines and Information Per Chapter
	8. Voice Acting for New Enemies Per Chapter	Confirm Enemy VA (Voice Acting) <i>(or SFX only)</i> Per Chapter
	9. Weapons Discovered (Alice/Player)	List Weapons Discovered by Player Per Chapter
	10. Key Items Discovered Per Chapter	List New Key Items Introduced Per Chapter
	11. List Pickups (Game Overview)	List Universal Items used throughout Game Experience (Health, Ammo, Resource etc.)
	12. Key Mechanics Outline (Game Overview)	List All Mechanics and Key Gameplay Abilities Featured In-Game (Combat, Movement, Special Abilities, Unlocks etc.)
	13. Key Mechanics Introduced (Per Chapter)	List Mechanics and Abilities as they are introduced Per Chapter
	14. Key Props/Misc/Background Characters	List Assets and Items that may need to be factored into Scope as relevant per chapter that is not categorized by the above.
	15. Alice’s Appearance Per Chapter	Confirm Alice’s Dress/Appearance Outline per Chapter / per Area / per Sub-Area.

CONCEPTUAL MUSIC & SOUNDSCAPE EXPERIMENTS

• DARK AMBIENT EXPERIMENTS CREATED DURING THE PRE-PRODUCTION OF ALICE: ASYLUM •

Using commercially available sound FX and music loop samples, Alex Crowley created the following audio experiments. Originally released exclusively for Patreon, they are now available for everyone. The idea was to use sound to capture parts of the narrative, and also create immersive soundscapes for the supporters of *Alice: Asylum*.


All tracks were inspired by the works of Chris Vrenna, Marshall Crutcher & Jason Tai, (the creators of the soundtracks for *American McGee’s Alice*, and *Alice: Madness Returns*). These experiments aimed to strike the right balance in feel, tone, hope and darkness. We hope they sit alongside the original music of the *Alice* series comfortably.




01 • RADCLIFFE’S OFFICE

DURATION: 01:49

The first experiment. Inspired by the scenes of Alice exploring the memories of Radcliffe’s Office in her Slumber. *Tick-tock, goes the grandfather clock...*

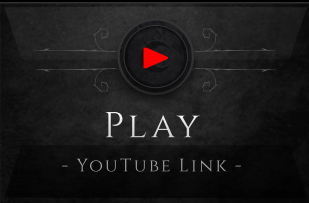





02 • THE GATES OF RUTLEDGE

DURATION: 01:58

The second experiment. A foreboding track designed to capture *Rutledge Asylum*. While dark intentions are clear, the track also explores a sense of finding hope while the shadows fall.







03 • NEEDLES AND THREAD (DOLLHOUSE THEME)

DURATION: 02:28

The third experiment. A theme fitting of the flash-back scenes where Alice finds herself face-to-face with the memory of a familiar, vile, vanquished foe.







04 • SAVE YOURSELF ALICE (THE FIRE)

DURATION: 02:00

The fourth experiment. Meant to accompany the scene in which a young Alice experiences an inferno of incredible horror. *Fire and brimstone. Blood and bone. Sorry young Alice. No one is home.*






05 • MAD MACHINATIONS

DURATION: 02:43

The fifth experiment. A soundscape designed to capture mammoth bronze teapots, steam, gears, pendulums and clockwork. *Any finely tuned machine, can break down beyond repair...*





PLAY ALL • TRACKS 1-5 IN ORDER

- YOUTUBE LINK -



PROJECT WORKFLOW • DESIGN PROCESS INSIGHT

• A LOOK BACK AT BUILDING THE DESIGN BIBLE V1.0 - LAYING DOWN THE TRACKS, AS THE TRAIN ROCKETS UP FROM BEHIND US •



A few years ago, when EA first approached American about creating a potential new *Alice* game, the pre-production team was rapidly formed and began operation shortly thereafter.

It was pure, **happy chaos** at the very beginning. *Wild ideas*, concept art, free experimentation, excitement and output flowed freely. All of it vital. All of it necessary to explore the foundations and potential of the project. A swathe of beautiful concepts were generated.

However, after a time, it became apparent that the concepts being created were impressive on their own individual merits, but they were not all working in sync with one another as well as they could be. Some concepts overlapped, and some directions did not gel with other concepts. *A cohesive game outline was yet to come.*

This lead to some internal team confusion, communication issues, and some uncertainty about who was working on what, and why. At this point, the question was largely; *what is the best overall direction for the team to pursue?*

The story was also around 25-30% complete at this time, existing largely as simple bullet points, ideas and a loose outline. Early on in the process, the *Alice: Asylum* story did not yet have a solid beginning, middle or resolution.

It was clear the *Alice: Asylum* team needed to harness the boundaries of their happy chaos, and create some order in their process to proceed and use their time effectively. *We needed to establish the right targets to hit.*

The decision was made to continue creating new artwork with the existing team, establish the game design, finish the story, and create a single document that housed it all, while working on everything simultaneously.

The analogy and ethos in these discussions was;

Laying down the tracks, as the train rockets up from behind us.

Hence, the **Design Bible** was born and was to become the focus for the pre-production efforts.

The team's workflow process and structure was then drastically altered to form a new working environment. The main goals were now;

1. To achieve clear line of sight from all team positions within the project.

2. Keep all communication, art and design goals; clear, simple and open.

From this point onwards, rather than artwork being created for pure conceptual exploration, the focus was now to create well-considered artwork that established; **Key Level Design and Character Art**, and also captured the **Critical Narrative and Emotional Beats** of the story.

Internal discussions resulted in new potential art tasks, which were then green-lit by American if approved for production and resource expenditure. With the art team now focused on their new artwork goals, the writing team got to work on completing the story. As the narrative took shape, this information was then fed back into the artwork cycles and workflow pipeline, in the form of new *"Artwork Briefs and Design Tasks."*

While detailed initial creative and art direction was provided for each artist in these briefs, (and some guidance or vital tweak requests were requested during the design process), each individual artist was trusted with, and largely responsible for their own artwork. Due to time constraints, a shoe-string production budget, and the final art direction choice still

to be decided by the eventual in-game engine, uniform art direction and extensive revisions were not a realistic possibility during this phase of the project. This is the reason why you see such a beautiful quilt-work of different art styles, unique to each artist, representing Alice's world in the Design Bible.

The project was truly a team effort in every sense.

The purpose of the artwork being produced was now directly tied to enhancing the approved portions of the story, and visualizing the game design concepts. Before the narrative work came to a close, the early conceptual layouts for the Design Bible document had also been floated with the fans, and was received favorably.

This work process continued, until the completion of the Design Bible document. The Design Bible eventually contained the entire story, all the artwork produced, and the intended game design foundations for *Alice: Asylum*.

Near the later stages of the project, the *Alice: Asylum* project began gaining serious attention from **potential development partners**. As such, it was necessary to dive back into the Design Bible content, and re-structure the narrative documents into new **Data Driven Game Design Spreadsheets**.

This core information now forms the back-bone for the next phase of the project. While the **Story & Game Experience Documents** fueled the work for the majority of the V1.0 Design Bible, the **Game Design Spreadsheets** and input from **Development Partners** will fuel the ongoing work required to fully flesh out the *Alice: Asylum* game concept.

This will take place while the funding to actually develop *Alice: Asylum* (approximately \$50 Million USD) is actively pursued.

TEAM STRUCTURE & RESPONSIBILITIES

• MAKING THE ALICE: ASYLUM DESIGN BIBLE - WHO DID WHAT? • INFORMATION FROM INTERNAL TEAM DOCUMENTS •

• AMERICAN MCGEE

CREATIVE DIRECTOR, GAME CREATOR, GAME DESIGNER AND STORY OVERSEER OF ALICE: ASYLUM

American is the head creative, writer and **Team Leader** of the *Alice: Asylum* project.

Before any art tasks are given the go ahead to be completed by the Art Team, the task will first be approved and green lit by American.

American will have the final say on all approvals for Art Direction, Writing, Narrative and Game Design tasks.

From the Art Team's perspective, American is also our main client to satisfy.

All creative tasks are performed and completed with the end goal of receiving his approval and sign-off for use in-game.

• ALEX CROWLEY

ASSISTANT CREATIVE DIRECTOR, PRODUCER, GAME DESIGNER, CO-WRITER OF ALICE: ASYLUM
+ LEAD DESIGNER FOR THE ALICE: ASYLUM DESIGN BIBLE

If this were a video game, Alex is the **Support Class**.

Alex will be working closely with American and the team to establish the exact content and structure needed to complete the Design Bible. Alex will also be the graphic designer & typesetter who creates the finished "Design Bible" document.

American and Alex will be identifying, discussing, creating and green lighting the art goals to be achieved within the Design Bible. The Art Team will be the ones achieving those goals.

Alex will also be working with American to create thorough briefing for all of the art tasks to be allocated to the team. Art Tasks will be entered into the workflow by Alex.

Alex will provide clear initial briefing, requirements and artwork guidance for the art team, based on discussion with American and his own design choices, relaying key story information and game design functions onto the team. This is to make sure the art team's time invested in their artwork creation is useful, effective and accurate to what it needs to achieve in the Design Bible.

Alex will also be co-writing and editing the Alice: Asylum narrative story with American.

As the Assistant Creative Director, Co-Writer and Lead Designer, Alex will also be involved in the artwork approval process. The final say always rests with American, but Alex is able to provide feedback, guidance and input as to the aesthetic, function and style on all artwork created by the Art Team. This feedback and guidance is offered only if required, in order to create solutions to help the art team satisfy an original task briefing.

Where required, Alex will also be creating game design concepts, conceptual art, graphic design, UI / UX design, merchandise, and general art assets required to complete the design bible or support the Patreon.

• OMRI KORESH

LEAD ARTIST, CREATIVE TEAM SUPPORTING ART DIRECTION AND ART TEAM COORDINATOR

If this were a video game, Omri would be our **Heavy Hitting DPS Class**.

Omri is the lead artist of the *Alice: Asylum* pre-production art team and the art team coordinator. He knows the art team well, and is also familiar with the skill on hand. He will be able to discuss allocation, and suggest which artist undertakes each art task in order to complete it successfully.

As well as creating and undertaking key artwork creation himself, Omri can provide feedback, supply additional briefing notes or aesthetic reference to all art tasks after they have been briefed and green lit in the workflow system. Omri's additional aesthetic notes are valid, providing the additional feedback and reference does not subvert or contradict the initial briefings, task outlines and art requirements set by American and Alex.

All additional aesthetic notes provided by Omri are intended to support, expand or improve on the initial briefing. Omri will keep a keen eye on correct anatomy and character artwork within the team, assisting artists with their work where possible.

As the Lead Artist, Omri will also be involved in the artwork approval process. The final say always rests with American, but Omri is able to provide feedback, guidance and input as to the aesthetic, function and style on all artwork created by the Art Team. This feedback and guidance is offered only if required, in order to create solutions to help the art team satisfy an original task briefing.

• CONCEPT ART & CREATIVE TEAM

ALICE: ASYLUM ARTWORK, STORY BOARDS AND VISUAL ASSET PRODUCTION

JOEY ZENG • NORMAN FELCHLE • ADAM NAROZANSKI
DARIO MARZADORI • GARETH KEENAN • JENNIFER DAWE

THE GALLERY • ADDITIONAL ARTWORK

• FRESHLY CUT, CONCEPTUAL, UNUSED & PROMOTIONAL ARTWORK COLLECTION •



SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE All Artwork • Omri Koresh.

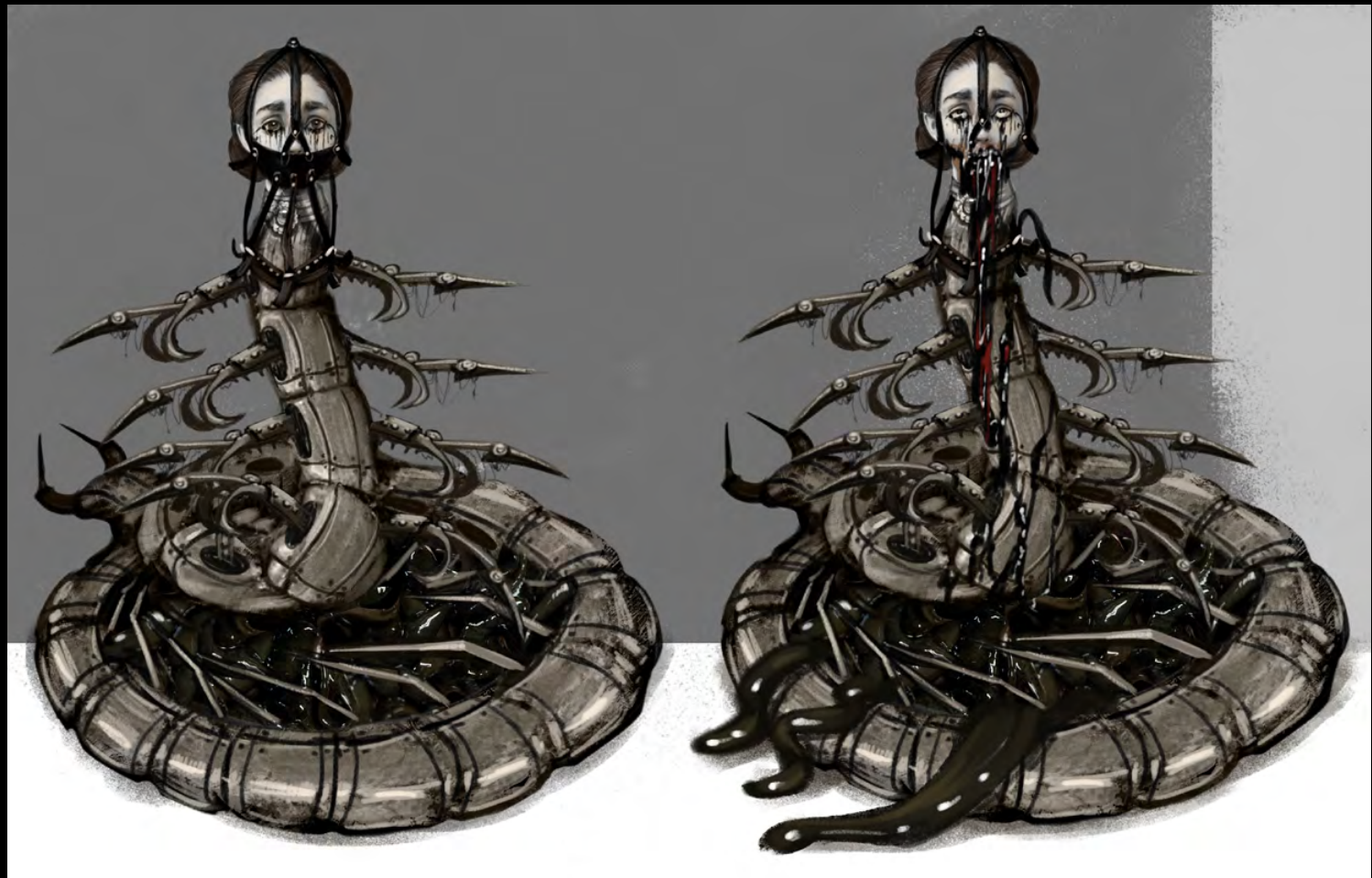


SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE All Artwork • Omri Koresh.



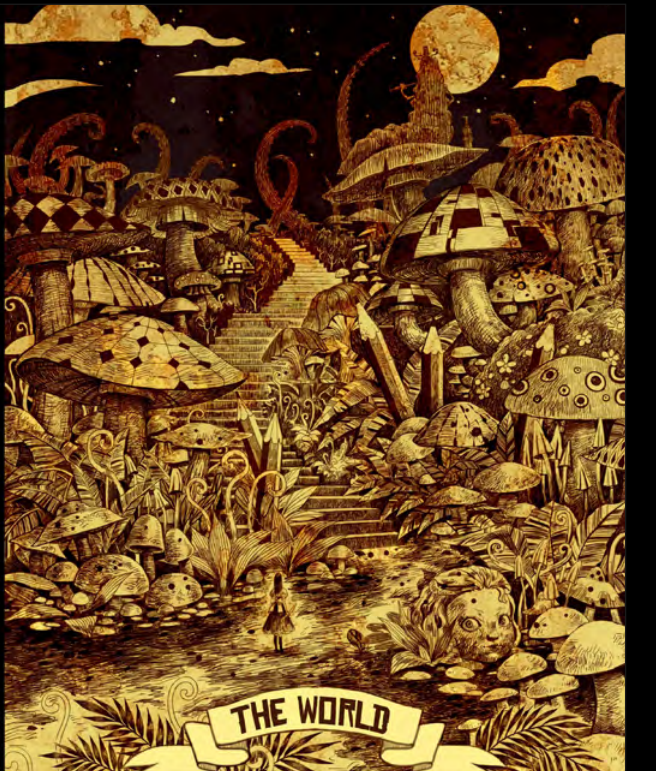




SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

LEFT & RIGHT PAGE - All Artwork: Joey Zeng



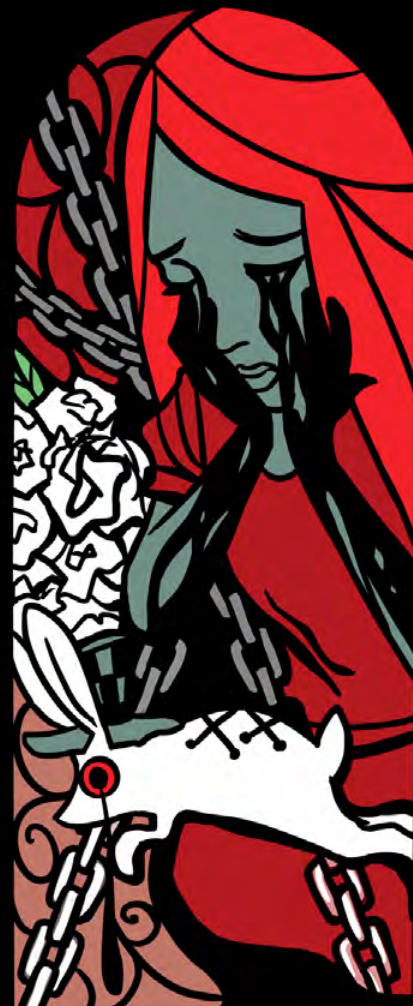
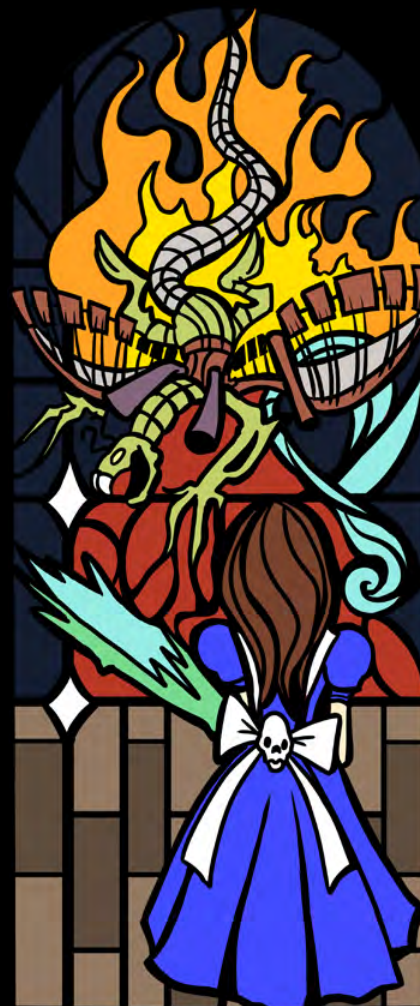
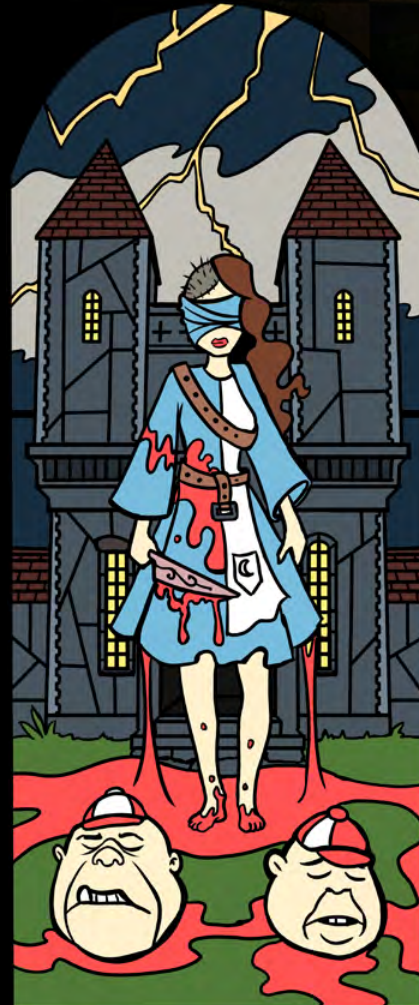


SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY
THE GALLERY • ADDITIONAL ARTWORK

ABOVE - TOP ROW: Omri Koresh. BOTTOM ROW: Joey Zeng.

SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY
THE GALLERY • ADDITIONAL ARTWORK

TOP ROW - Knight & Lion Enemy Designs: Norman Feldhle. MIDDLE LEFT - Character Bust Concepts: Joey Zeng & Omri Koresh. BOTTOM LEFT - Cheshire Kitten Concepts: Joey Zeng & Omri Koresh. BOTTOM RIGHT - Alice Spiral: Joey Zeng.





SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Artwork: Alex Crowley.



SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Artwork: Alex Crowley.



SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Artwork: Alex Crowley.



SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Artwork: Alex Crowley.



SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

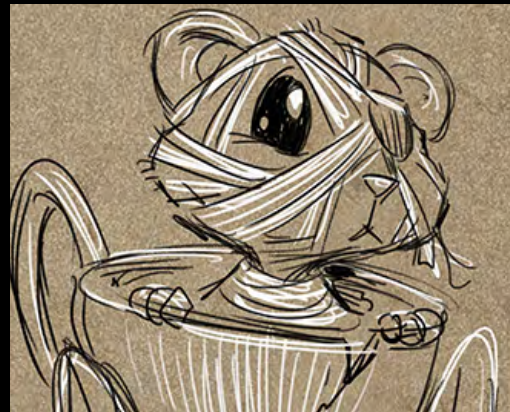
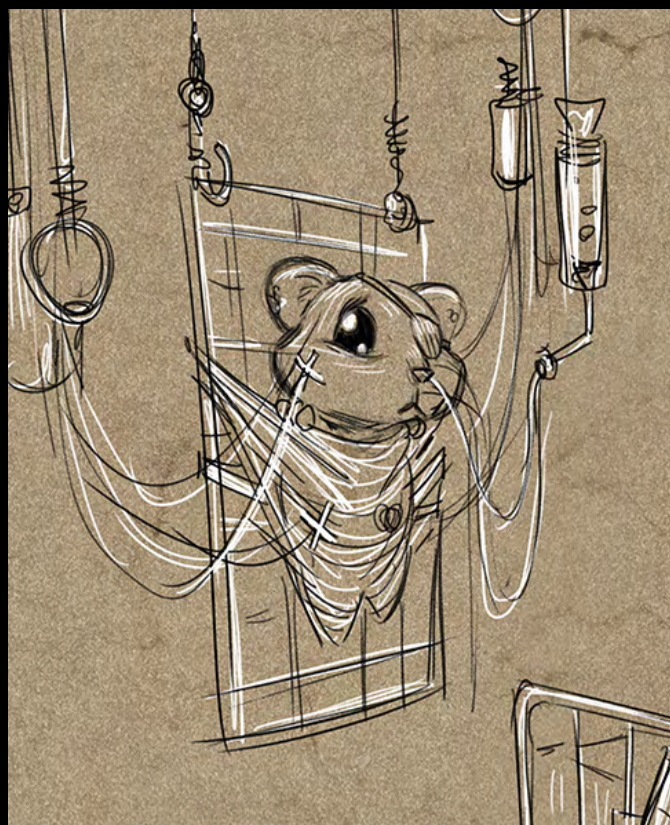
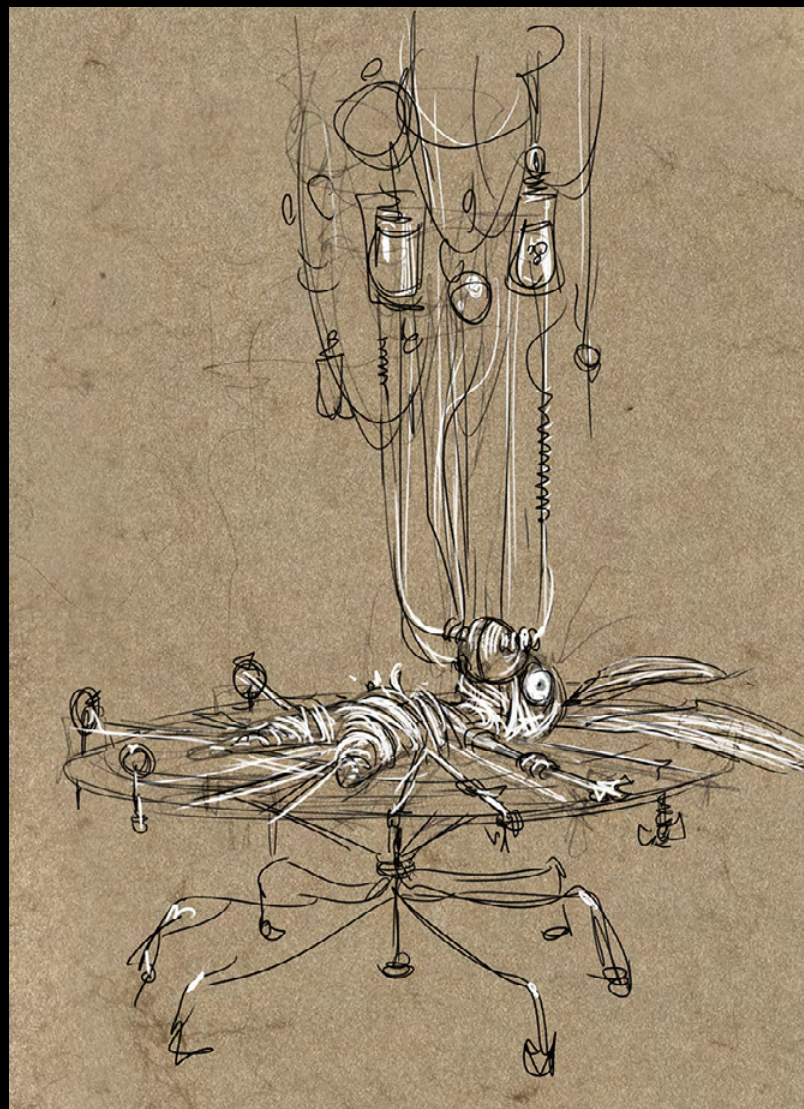
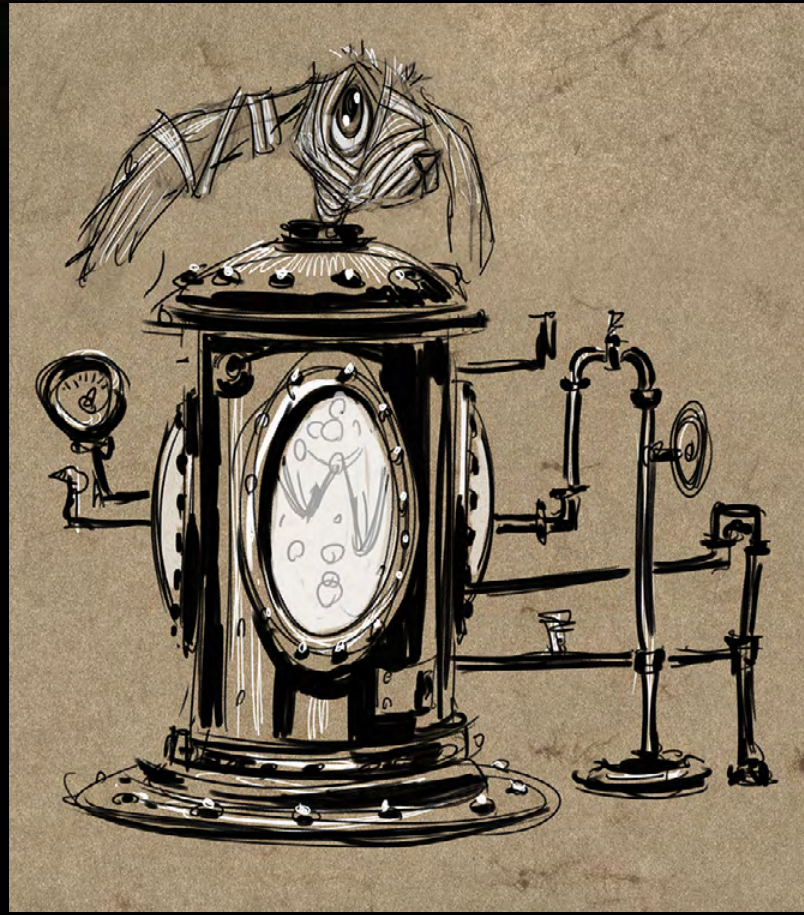
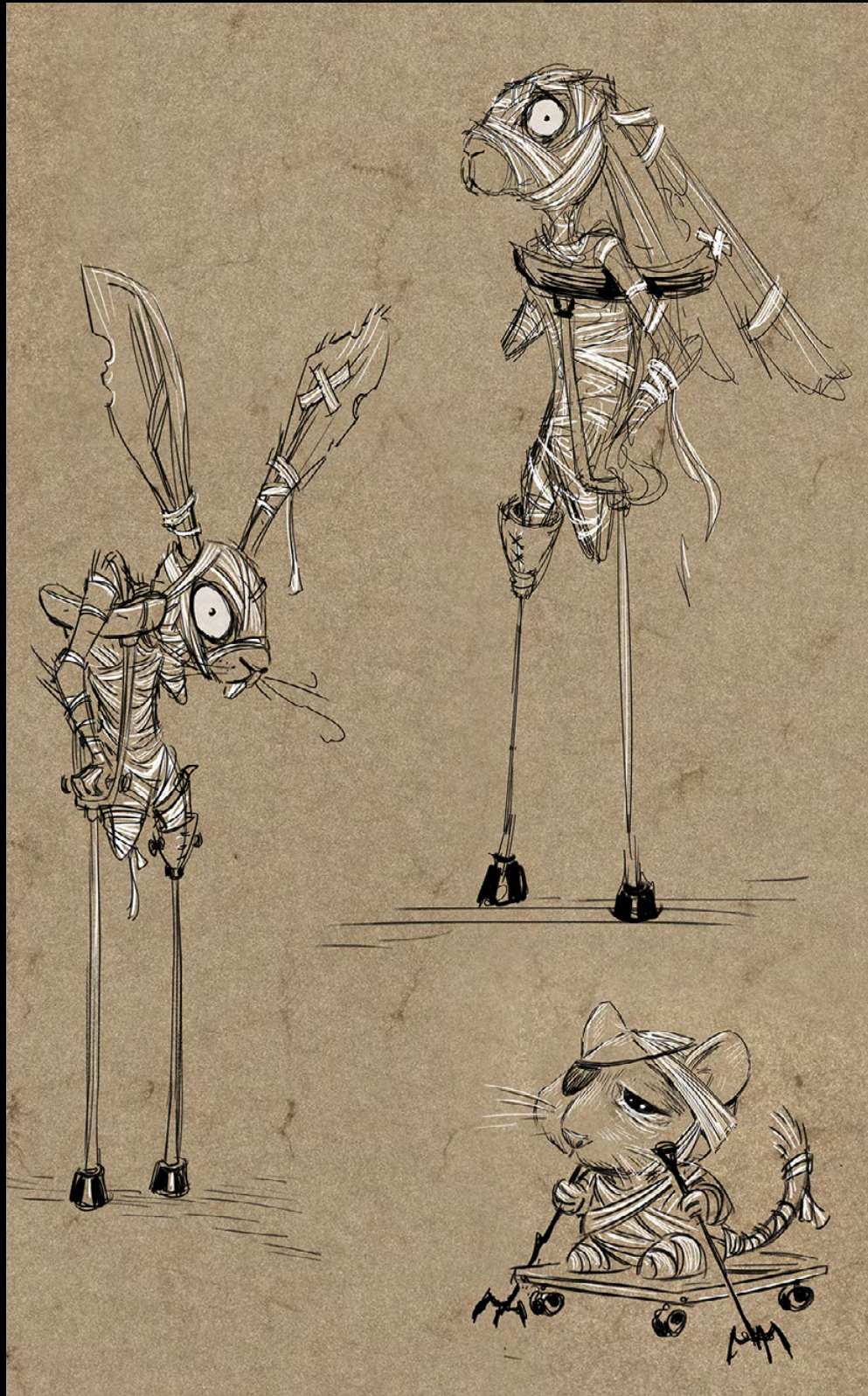
ABOVE - Artwork: Alex Crowley.



SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Artwork: Alex Crowley.





SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Icon Designs: Alex Crowley.

SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Icon Designs: Alex Crowley.



SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Artwork & Icon Designs: Alex Crowley.



SECTION IV - ALICE: ASYLUM • EXTRA CONTENT & GALLERY

THE GALLERY • ADDITIONAL ARTWORK

ABOVE - Artwork: Alex Crowley.



THE ALICE: ASYLUM PRE-PRODUCTION TEAM

• WE DREAMED SIX IMPOSSIBLE THINGS BEFORE BREAKFAST - THANK YOU FOR SUPPORTING OUR WORK •



orking on the *Alice: Asylum* game design concept, and creating this Design Bible, has literally been a dream come true for all of us.

I want to take this opportunity to thank American on behalf of the team and myself, for placing such trust in us, and allowing us to help create his vision.

Our team is comprised entirely of independent freelancers, dotted all over the word, who have bound together to lend their skills towards giving something impossible, and larger than ourselves, the chance to come to life.

We all love American's Alice game series.

We also believe Alice deserves her rightful place alongside other AAA video game heroes and heroines. Riding off the wave of EA's beloved *Dead Space* remake, Alice is perfectly poised and timed to make her leap into the current game generation.

Over the 20 years since her debut in *American McGee's Alice (2000)*, our twisted version of Alice remains as relevant, and as popular as ever. You would be hard pressed to go to any pop-culture convention, and not find a gleefully bloody Alice cosplayer, swinging around her vorpal blade.

Alice deserves to be given another chance to shine in the modern era of video games. Her design, appeal and story is timeless, and so much of the work towards Alice 3 has already been done.

Truly, thank you to all of Alice's fans and supporters of American's Patreon. You have allowed us all to pay our rent, and keep food on the table while we were hard at work over the years on this pre-production project.

We could not have done this without you. The team and I hope Alice's fans enjoy the story, art and game concepts contained within this Design Bible.

Regardless of the work completed towards making Alice 3 a reality, and whatever changes are in-store for the future, or what remains out of our control, there is something that will always stay the same. There is one constant we can all agree on.

We remain fans of *American McGee's Alice*.

Here's hoping for one more trip down the rabbit hole (in glorious 4K at 60 FPS). *Together*.

ALEX CROWLEY

1ST FEBRUARY 2023
PERTH, WESTERN AUSTRALIA



ALEX CROWLEY

ALEXCEE.COM @ALEXCEEART

Alex is an Australian freelance Creative Professional with over 14+ years of design, game and music industry experience. One of the last contractors employed at *Spicy Horse*, and one of the first creatives employed at *Mysterious Studios*. His artwork and design have previously represented or been associated with *Bungie's Destiny* and *Yacht Club Games' Shovel Knight* series.

Alex has worked at the heart of the *Alice: Asylum* project since its inception. Starting as a Graphic Artist, he has since created the overall game design concepts, story experience, ethos and workflow systems. Alex also spent *many* hours creating and writing this Design Bible document. His work is integral in assisting the *Alice 3* team with design, narrative, creative and art direction. He enjoys heavy music, making friends with cats, and playing way too many video games.



OMRI KORESH

OMRIKORESH.COM

Omri Koresh is a seasoned Lead Artist and Art Director with 13+ years experience in graphic design and 2D art.

He has 6-years experience with managerial creative positions. Omri has supervised development of several high-profile projects, while managing teams, creating bridges of communication between departments, and keeping up with critical deadlines with respect to budget needs, engine capabilities and evolving gameplay.

He published his first book, an illustrated long formatted novel called *The Black City of Nuerva*, and is working on the sequel, *Amandla: Book of Shadows*. Omri is also currently writing and illustrating a brand new graphic novel series, under the working title; *Psycho*. Keep an eye out for it on his website.



JOEY ZENG

JOEYZENG_1999

Joey is a Senior Concept Artist, and her artwork has been involved in a number of video game projects over her 15+ year career.

She loves dark and surreal artwork, and sometimes writes short stories in the tone of cute, dark fairy-tales.

Joey also enjoys creating horror-themed comics, and will draw them whenever she finds the free time.



NORMAN FELCHLE

@NDFELCHLE

Norm's drawn comics, storyboards and logos for: *Pixar*, *Marvel/MCU*, *Mythos Studios*, *EA*, *ILM*, *Marvel Comics*, *DC*, *Sony*, *the San Jose Sharks*... And more.

His most recent projects include Story Artist roles on the Marvel Studios animated series "*What If...*" (Season 1 and 2) and the upcoming "*Marvel Zombies*" animated series.

He is the original designer of Alice's iconic dress and aesthetic from *American McGee's Alice (2000)*.



ADAM NAROZANSKI

@VITAJ_ART

Polish artist Adam Naroanski was born in Gdansk and has been working as a concept artist since 2019.

He likes all things beautiful, horrifying and beautifully horrifying, which he shows in his paintings a lot. He is a fan of fiction, fantasy and nerdy culture in general. His main inspirations come from games like *Bioshock*, *Silent Hill*, *Warhammer* and *Heroes of Might and Magic*.

Digital painting and working on games is his passion.



DARIO MARZADORI

MBANSHEE.ARTSTATION.COM

Dario was born and lives in Italy.

When he's not lost in some remote corner of the world (he loves to travel with his exuberant partner), he spends his free time as a freelance Concept Artist. If you happen to be in Bologna, he'll always be happy to offer you a beer.



MARTIN BERRIDGE

Martin has been around the block in the games industry for a while. Cutting his teeth in the UK as a Games Tester in a QA dungeon before clawing his way up through Team Leader to QA Manager. He has also held other roles throughout his career such as Community Manager and Producer.

He can now be found in Shanghai at *Mysterious Studios* as the friendly (and sometimes grumpy) face of Online Support and Store Maintenance.

Hobbies include: Video games (*obviously*), movies, growing chilies, riding his electric scooter and feeding the birds (and that one squirrel) on his balcony!



GARETH KEENAN

GARETHKEENAN.COM

Gareth is a Kiwi freelance Concept Artist and Art Director who has worked on IPs such as; *Dungeons & Dragons*, *Shadowrun* and more. Before joining the *Alice: Asylum* project, Gareth was instrumental in creating the initial concept art for *Mysterious Studios'* potential *Oz Adventures* game and television series pitch documents.

His interests and inspiration draw from the dark well of occultism and mythology.

Gareth also spends his time honing his art and working in independent game development.



JENNIFER DAWE

@PIXELBRANDJEANS

Designer, Pixel Artist and Technical Artist from the Winter Wonderlands of Alberta, Canada

From Defold to Unreal Engine, Jennifer enjoys the process of making art come to life inside Game Engines. She also enjoys the "accidentally iconic" element to props in games. The small things unseen can often become sentimental to many, such as the miniature pigs and dollhouse designs she made early in the pre-production phase for *Alice: Asylum*, released for everyone to enjoy via the Patreon.



WHAT YOU CAN DO TO HELP

1

JOIN THE PATREON

If you want to **learn more** about this project, witness *Alice: Asylum* taking shape, or lend your voice to the project by **being a part of the creative journey with us**, support the pre-production team by joining:

PATREON.COM/AMERICANMCGEE

2

SHARE & TALK ABOUT THIS DOCUMENT ONLINE

In order to thrive and get the attention this project deserves, we want the fans of Alice to voice their support for the project. **Share this document online. Link to it. Tell your friends. Review the Design Bible on your live streams.**

Please join us in making some positive noise for *Alice: Asylum* where you can in the online space.

3

FOLLOW AMERICAN MCGEE ONLINE

Besides the Patreon, **American McGee's social media network** is the best place to stay up to date with breaking news, accurate information and all things *Alice: Asylum*. American's social links are below. *Click your social media weapon(s) of choice.*



WEBSITE



INSTAGRAM



FACEBOOK



TWITTER



YOUTUBE



TWITCH



EMAIL LIST

+

FAQ ABOUT ALICE: ASYLUM

American has curated in-depth **YouTube response videos** over the course of *Alice: Asylum's* pre-production. These videos may answer some of the more common questions American receives online.



FAQ VIDEOS

THANK YOU FOR READING THIS DOCUMENT • [100% COMPLETION ACHIEVEMENT UNLOCKED]